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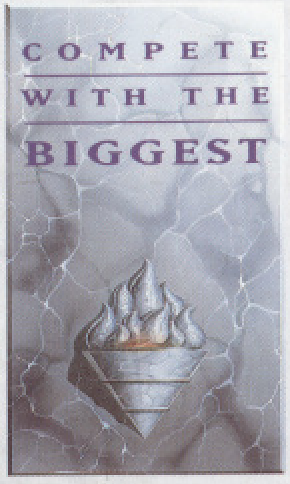
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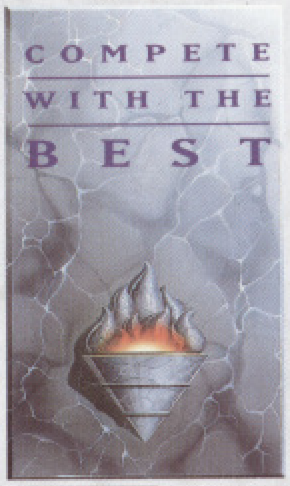
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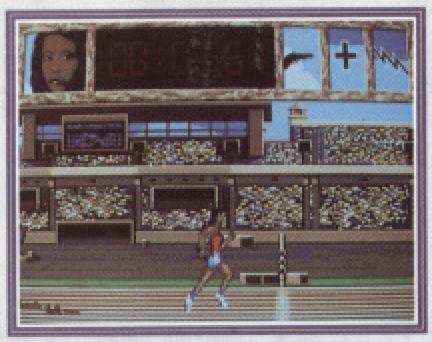
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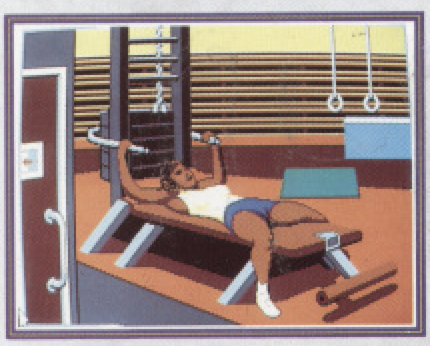
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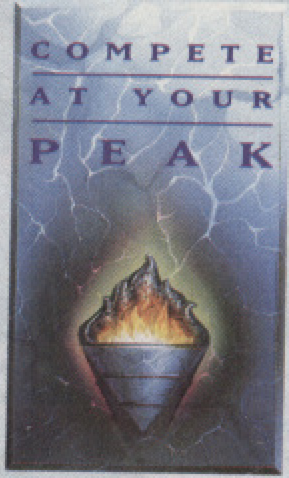




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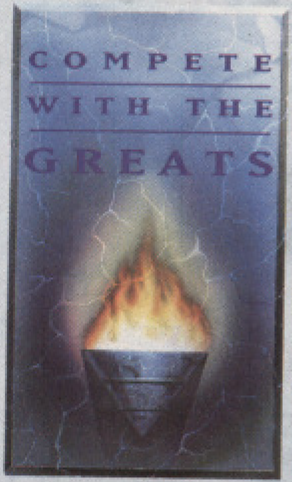
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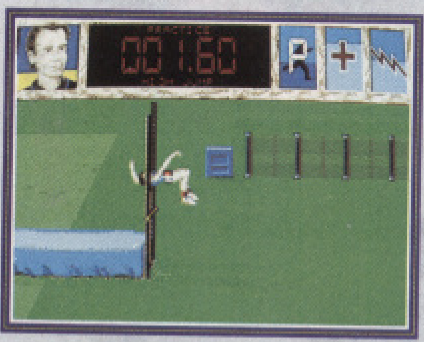
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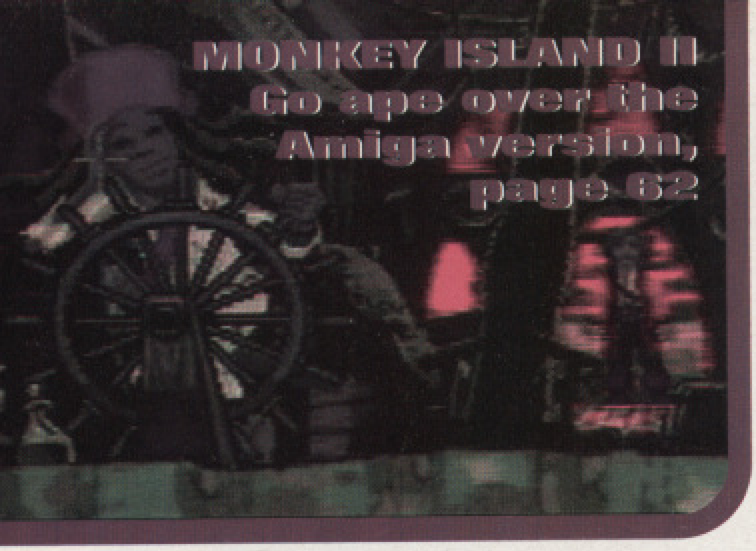


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MONKEY ISLAND II Go ape over the Amiga version, page 62

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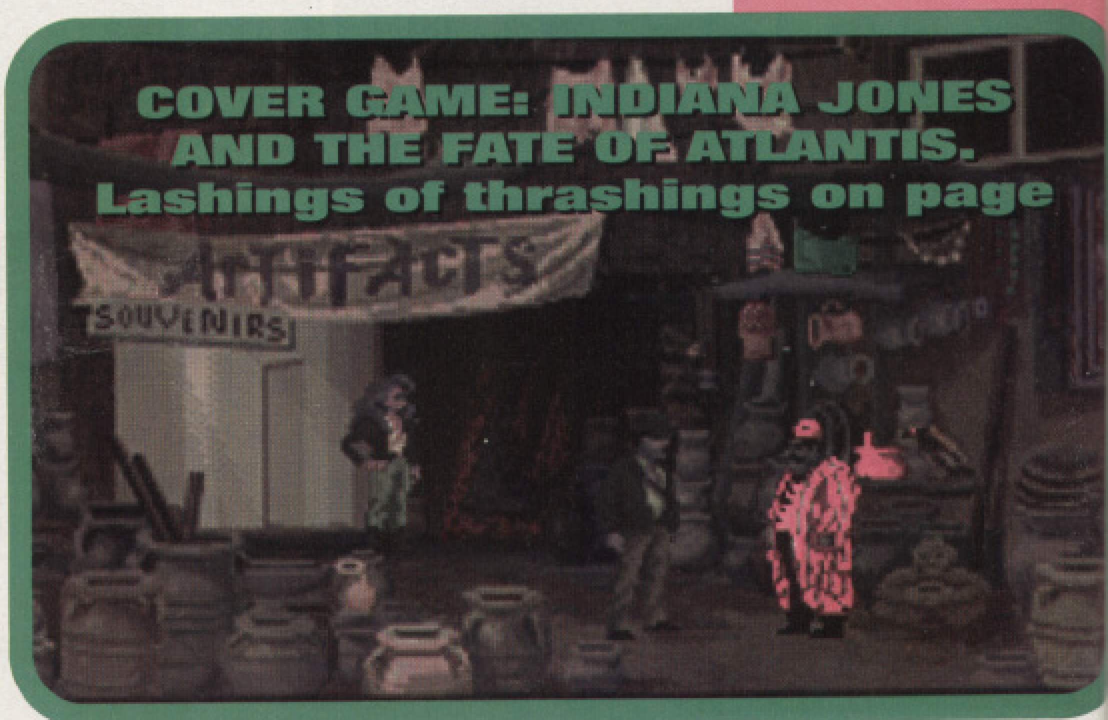
FEATURES

REGULARS



MAC: Cavemen get down on the SNES, page 62

*well, 2p a year.



COVER GAME: INDIANA JONES AND THE FATE OF ATLANTIS. Lashings of thrashings on page

reviews

previews



BATMAN RETURNS The Caped Crusader storms onto the Lynx, page 77

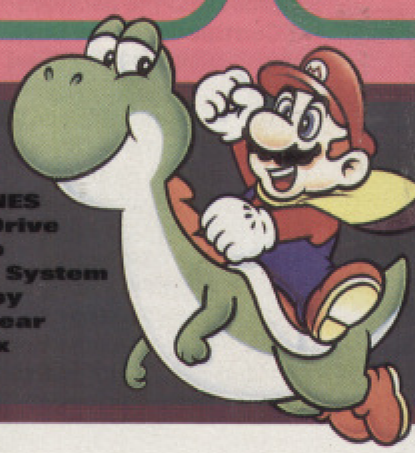
hand jobs

ETERNAM: Indulge in Infogrames' superbly bizarre adventure, page 38



KEY

A - Amiga
ST - Atari ST
PC - PC
SN - Super NES
MD - Mega Drive
N - Nintendo
MS - Master System
GB - GameBoy
GG - Game Gear
L - Atari Lynx
C - Coin-op



Mario maps – they're the dino's dinglers, page 42

zero

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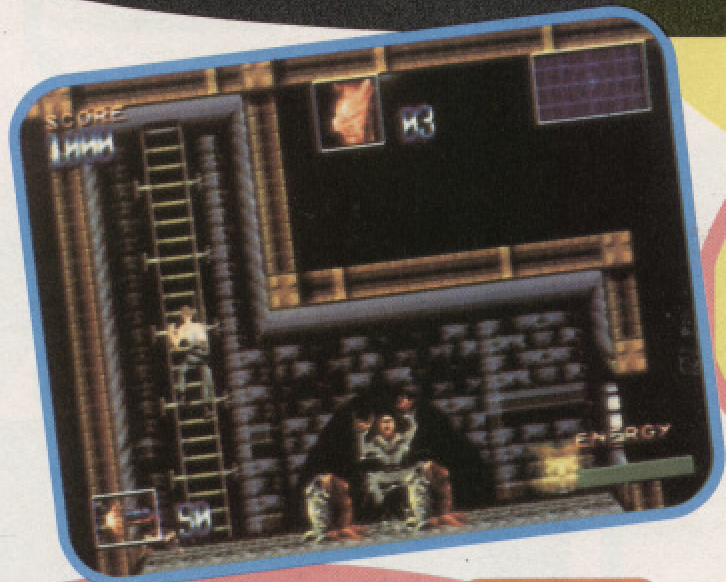
ABC 52,580

COVER ILLUSTRATION: Patrick Rose
MARIO MAPS: Stephen Bliss

Cheekily asking her envious chums at ZERO to video the omnibus edition of *Eastenders* and feed Snuggles the cat, RACHEL WOLFE went business class to the Summer Consumer Electronics Show in Chicago... [*The ungrateful slapper didn't even bring us any Duty Free back! Ed.*]



smaaart! ces special

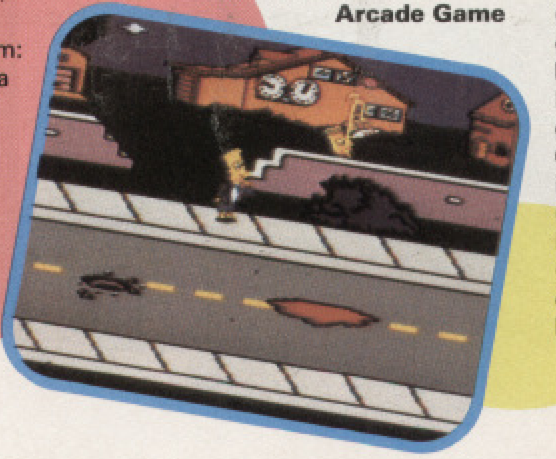


ABSOLUTE ENTERTAINMENT

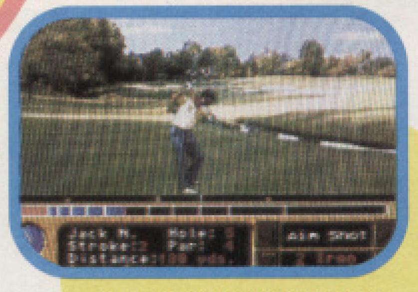
A wealth of goodies were on show:**David Crane's Amazing Tennis** (Mega Drive and Super NES), **Race America** (NES), **RC Grand Prix** (Game Gear), **Super Battletank: War in the Gulf** (Mega Drive and Super NES), **Turn and Burn** (Game Boy). **Toys**, based on the forthcoming movie starring Robin Williams, is due this winter on Super NES, Mega Drive and NES.

ACCLAIM

Easily the most prolific video game vendor at the moment, crafty Acclaim has all the tasty licences coming out on almost every console system: **Alien 3** (Mega Drive, Super NES, Game Boy, Game Gear and NES), **Arch Rivals** (Mega Drive), **Bart's Nightmare** (Super NES), **Crash Dummies** (Game Boy and NES), **Double Dragon III** (Mega Drive, Game Boy and NES), **George Foreman's KO Boxing** (Mega Drive, Super NES, Game Boy, Game Gear and NES), **Krusty's Fun House** (Super NES and NES), **NBA All-Star Challenge** (Mega Drive), **Roger Clemens' MVP Baseball** (Mega Drive and Game Boy), **Smash TV** (Game Gear), **Spiderman** (Super NES and Game Gear), **Spiderman 2** (Game Boy), **Steel Empire** (Mega Drive), **Super High Impact** (Mega Drive), **Terminator 2: Arcade Game** (Mega Drive, Super NES, Game Boy and Game Gear), **WrestleMania Steel Cage Challenge** (Game Boy and NES) and **WWF Super Wrestlemania** (Mega Drive). Gulp.



ACCOLADE



Journey into the backyard in **Centipede** (Game Boy), drive fast cars in **The Duel** (Super NES), grab a round of golf with **Jack Nicklaus Live** (CDTV), meet Charlie Brown and the Peanuts gang in **Snoopy's Game Club** (IBM PC), go kayaking in **Summer Challenge** (IBM PC), fight the terrorists in **Universal Soldier** (Super NES and Game Boy) or shoot alien scum in **Star Hawk** (Game Boy) and

Warp-speed (Super NES).

ACTIVISION

Fearsome movie critters appear in **Aliens vs Predator** (IBM PC, Mega Drive and Super NES) while **Mechwarrior** (Super NES) features the up-market version of Transformers – 'robots in disguise'.

AMERICAN TECHNOS

Crash 'N' The Boys: Street Challenge (NES) and **Super Bowling** (Super NES).

ATARI

It's a bit of a shocker, but Lynx owners can expect to see a flood of right smart games for their handheld bundle of electronic fun. Your bulging shopping list should definitely incorporate **Batman Returns, Dinolympics, Double Dragon, Eye Of The Beholder, Lemmings, Pinball Jam, Rolling Thunder, Shadow Of The Beast, Super Asteroids/ Missile Command** and **Switchblade II**.

AZEROTH

This newcomer has launched **Inspector**





Gadget (IBM PC), **The Interactive Bible** (IBM PC) and **Stellar Conflicts** (IBM PC) without warning.

BETHESDA SOFTWORKS

Sticking to a tried-and-tested formula, Bethesda Softworks is devising **Hockey League Simulator II** (IBM PC), **Terminator 2029** (IBM PC) and **Wayne Gretzky Hockey III** (IBM PC).

CAPCOM

Feeling warmly pleased with themselves, the bosses of Capcom have got together with the Disney stable and also found time to convert popular titles onto other systems. The hectic release schedule includes **Bionic Commando** (Game Boy), **Capcom's Gold Medal Challenge '92** (NES), **Darkwing Duck** (Game Boy and NES), **The Empire Strikes Back** (Game Boy), **Goof Troop** (Super NES), **The Little Mermaid** (Game Boy), **Magic Sword** (Super NES), **Mega Man 3** (Game Boy), **Mega Man 5** (NES), **The Mystical Quest starring Mickey Mouse** (Super NES), **NFL** (Super NES), **Star Wars** (Game Boy) and **Talespin** (Game Boy). Nevertheless, **Street Fighter II** (Super NES) is still the most ambitious video game from Capcom. It's the first cart to pack a whopping 16 MegaBits of memory, and Capcom has even designed a special **Competition Joystick** to help increase player enjoyment.

CAPSTONE SOFTWARE

Accolade's buddy is preparing **Home Alone 2 – Lost in New York** (IBM PC and Amiga) and **An American Tail – The Computer Adventures of Fievel And His Friends** (IBM PC and Amiga). How can you possibly enjoy a messy divorce settlement? Easy, play **LA Law – The Computer Game** (IBM PC and Amiga). Put the likes of Arnie Becker and Grace Van Owen in the shade as a hungry young associate at McKenzie Brackman. Yuk!

DATA EAST



Captain America & The Avengers (Mega Drive), **Joe & Mac** (Game Boy) and **Side Pocket** (Mega Drive).

ELECTRONIC ARTS

Sports crazy software surfers at EA are working on a feast of sims including **Bulls vs Lakers And The NBA Playoffs** (Mega Drive and Super NES), **John Madden Football II** (IBM PC), **John Madden Football '93** (Mega Drive and Super NES), **Michael Jordon In Flight** (IBM PC), **NHLPA Hockey '93** (Mega Drive and Super NES), **Team USA Basketball** (IBM PC and Mega Drive) and **Tony La Russa's Ultimate Baseball** (Mega Drive). Of course, there's always **Birds Of Prey** (IBM PC), **Desert Strike** (Super NES), **LHX Attack Chopper** (Mega Drive), **The Lost Files of Sherlock Holmes: The Case Of The Serrated Scalpel** (IBM PC), **Lotus Turbo Challenge** (Mega Drive), **Populous 2** (IBM PC), **Powermonger** (IBM PC and Mega Drive), **Rampart** (Super NES), **Search For Ultra Force** (Super NES), **Twisted Flipper** (Mega Drive) or **Young Galahad** (Mega Drive) instead.

FUJISANKEI COMMUNICATIONS INTERNATIONAL

No surprises from FCI, simply more console bruisers like **SimEarth** (Super NES), **AD&D Hillsfar** (NES) and **Ultima – The False Prophet** (Super NES).

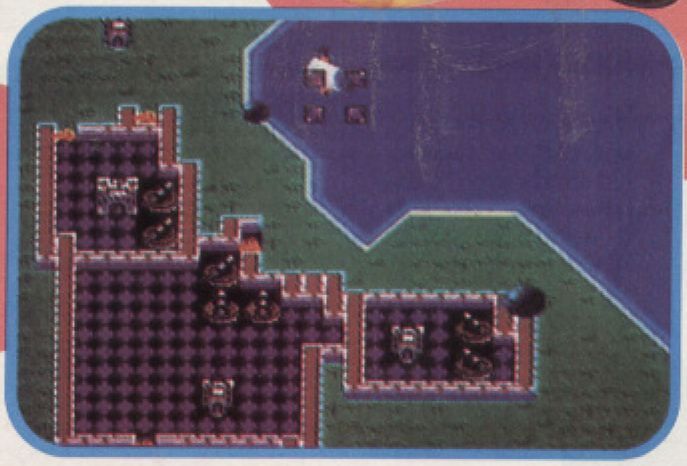
GAMETEK

Gadget Twins (IBM PC, Amiga, Atari ST, Mega Drive, Super NES), **Humans** (every major computer and console format) and **Kawasaki** (Super NES).

HI TECH EXPRESSIONS

A game of fun and fashion – just for girls? Hmmm... **Barbie** has arrived on the IBM PC.



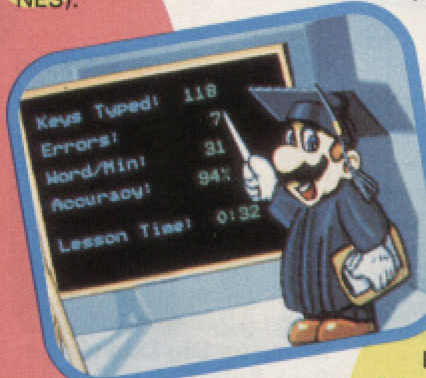


HUDSONSOFT

Adventure Island 3 (NES), **An American Tail: Fievel Goes West** (Super NES), **Felix The Cat** (NES and Super NES) and **Inspector Gadget** (Super NES).

INTERPLAY

Battlechess 4000 (IBM PC), **Castles II: Siege And Conquest** (IBM PC), **Claymates** (Super NES), **Mario Teaches Typing** (IBM PC), **Vikings** (Super NES).



IREM

Everybody loves **Dinosaurs**, so Irem has decided to put rough hero T-Rex into a new Super NES cart inspired by the cult film.

JVC MUSICAL INDUSTRIES



A long time ago, in a galaxy far away, Luke Skywalker and the others played a part in a thrilling NES adventure. Now a deluxe **Super Star Wars** is about to surface on, naturally enough, the Super NES.

KONAMI

Probably the world's biggest entertainment software company and still keeping ahead of the pack with the best-looking Super NES game **Axelay**, **Batman Returns** (IBM PC, Super NES, Game Boy and NES), **Champions** (IBM PC), **Contra Force** (NES), **Cybernator** (Super NES), sequel of the decade **Elite 2** (IBM PC, Amiga and Atari ST), **Fire and Ice** (IBM PC), **Grand Prix** (NES), **NFL Football** (Super NES), **NFL Video Master Football** (IBM PC), **Prince of Persia** (Super NES), **Tiny Toons Adventures** (Game Boy), **Tiny Toons Adventures II** (NES), **Tiny Toon Adventures Cartoon Workshop** (NES) and **Zen – Intergalactic Ninja** (Game Boy).



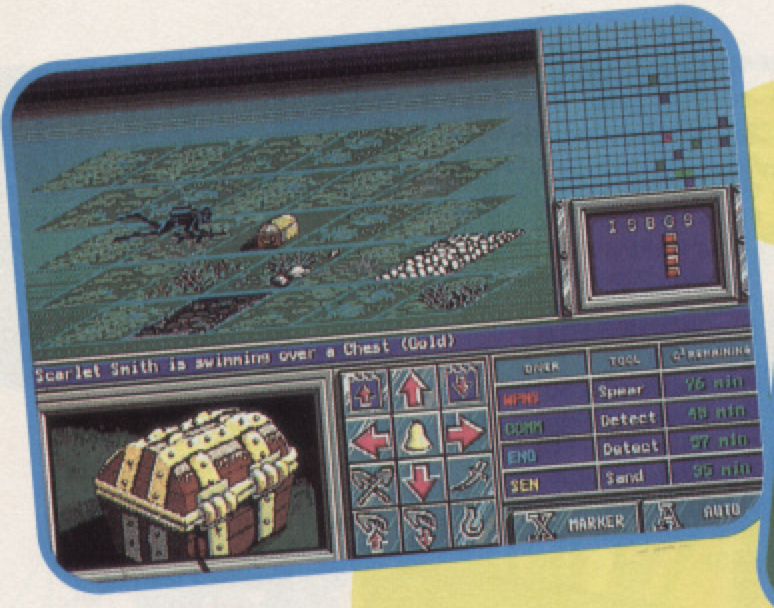
LUCASARTS GAMES

Indiana Jones And The Fate Of Atlantis (IBM PC, Amiga and Macintosh) is ostensibly the largest and most complex game ever published by LucasArts Games. On the other hand, join the rebel Star Wars alliance in **X-Wing** (IBM PC).

MAXIS

Pamper electronic fish in **El-Fish** (IBM PC and Macintosh), idly pass the time away down on **SimFarm** (IBM PC and Macintosh) or enter the genetic playground of **SimLife** (IBM PC and Macintosh).





MICROPROSE

Those Maryland cookies are tempting us with **F-117A** (NES), **F-15 Strike Eagle II** (Mega Drive), **F-15 Strike Eagle III** (IBM PC), **Formula One Grand Prix 'World Circuit'** (IBM PC), **Greens** (IBM PC), **Haunting** (IBM PC), **Jump Jet** (IBM PC), **Megatraveller 3: The Unknown Worlds** (IBM PC) from Paragon Software, **Pirates Gold** (IBM PC), the first Microprose graphic adventure **Rex Nebular And The Cosmic Gender Bender** (IBM PC), **Sea Rogue** (IBM PC), **Super Strike Eagle** (Super NES) and **Task Force 1942** (IBM PC).

MINDSCAPE

It's a potentially smashing grouping of **Baseball** (Super NES and Mega Drive), **Battleships** (Game Boy), **Chessmaster** (Mega Drive), **Gods** (Super NES and Mega Drive), **Miner 2049er** (Game Boy), **Miracle Piano Teaching System** (Mega Drive), **Road Warrior** (Amiga, Mega Drive and Super NES), **Speedball 2** (Game Boy), **Terminator** (NES and Super NES), **Wing Commander** (Amiga and Super NES) and **Xenon II** (Game Boy).



NAMCO

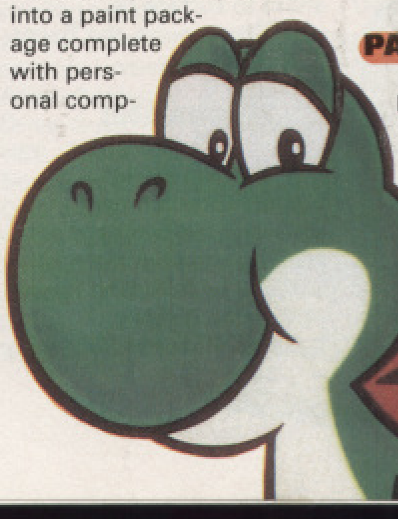
From the company that gave us **Pacman**, start saving for **Dig Dug** (Game Boy), **Splatterhouse 2** (Mega Drive) and **Wings 2 – Aces High** (Super NES).

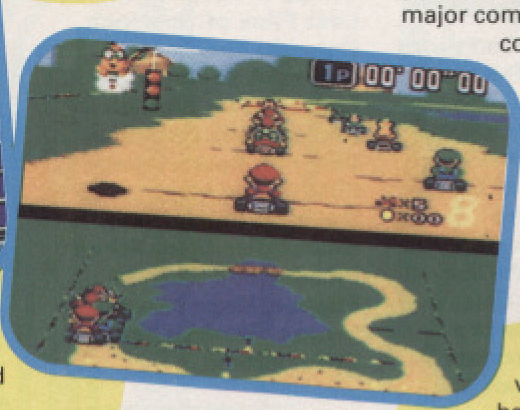
NEW WORLD COMPUTING

Venture forth into the dark, dank and positively dirty dungeons of **Might and Magic: Clouds of Xeen** (IBM PC).

NINTENDO

It's tough at the top of the video games industry and Nintendo fully intends to stay there for the foreseeable future. And just for starters: **Battle Clash** (Super NES Super Scope 6), **Kirby's Dream Land** (Game Boy), **Lunar Chase** (Game Boy), **Special Tee Shot** (Super NES), **Super Mario Cart** (Super NES), **Super Mario Land 2** (Game Boy), **Wave Race** (Game Boy) and **Yoshi** (Game Boy and NES). Plus, transform your Super NES into a paint package complete with personal computer style mouse thanks to **Mario Paint And Mouse**. No doubt the likes of **Populous II** and **Sim Earth** will also be compatible with this neat little gadget.





OCEAN

Cool World (Super NES, Game Boy and NES), **Lethal Weapon 3** (Super NES, Game Boy and NES), **Pushover** (NES and Super NES) and **Radio Flyer** (NES and Super NES).



ORIGIN

Forge Of Virtue (IBM PC) is the first add-on disk for **Ultima VII**, **Ultima VII Part 2: The Serpent Isle** (IBM PC) continues the saga, **Strike Commander** (IBM PC) still isn't out yet and now Origin is reworking the **Wing Commander** story into a space trading game, appropriately called **Trade Commander** (IBM PC).



PARKER BROTHERS

Bored with shoot 'em ups, platform capers and sports simulations? Re-live bygone days with **Monopoly** and **Cluedo** for the Mega Drive and Super NES. (Sigh.)



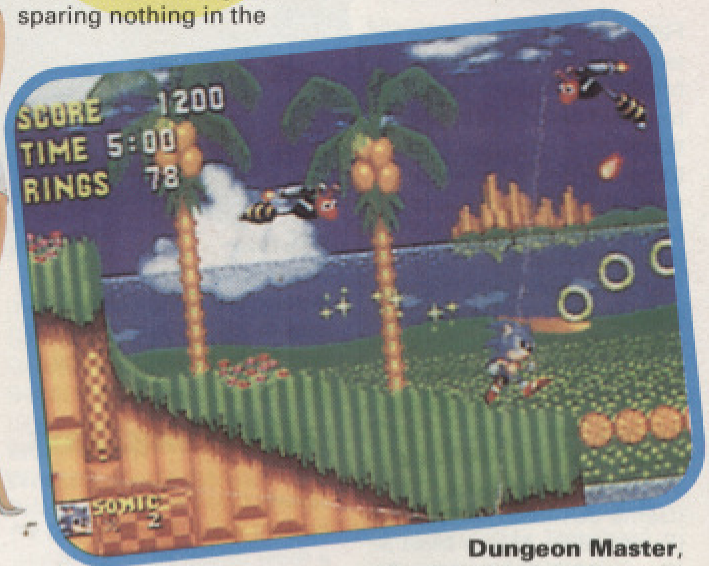
PSYGNOSIS

Get ready for **Carl Lewis Challenge** (IBM PC, Amiga and Atari ST), sequel of the year **Lemmings II** (every major computer and console format) and the impressive **Microcosm** (CD-ROM). Psygnosis has got into bed with a Hollywood studio and is now developing computer and video games based on a major motion picture.

SEGA

Making even bigger noises this year to annoy fierce rival Nintendo, Sega is sparing nothing in the development stakes. Get a load of this mouth-watering line-up of tantalising product: **Ariel: The Little Mermaid** (Mega Drive, Game Gear and Sega Master System), **Ayrton Senna's Super Monaco Grand Prix II** (Mega Drive), **Batman Returns** (Mega Drive, Game Gear, Sega Master System), **David Robinson's Supreme Court** (Mega Drive, Game Gear and Sega Master System), **Evander Holyfield's Real Deal Boxing** (Mega Drive, Game Gear and Sega Master System), **Home Alone** (Mega Drive, Game Gear and Sega Master System), **Shinobi II: Shadow of the Ninja** (Game Gear), **Sonic The Hedgehog 2** (Mega Drive, Game Gear and Sega Master System), **Streets of Rage** (Game Gear), **Streets Of Rage II** (Mega Drive), **Talespin** (Mega Drive, Game Gear and Sega Master System), **Taz-Mania** (Mega Drive, Game Gear and Sega Master System), **Wimbledon Tennis** (Game Gear) and **X-Men** (Mega Drive). Phew!

The first batch of software for the Mega Drive CD-ROM accessory – due in Europe later this year for less than £299 – from Sega and third party developers contains **Another World**, **Dungeon Master**, **Monkey Island**, **Pit-Fighter 2**, **Prince Of Persia**, **Shadow Of The Beast**, **Super Star Wars**, **Ultima Underworld**, **Wing Commander**, **Wolf Child Wonder Dog** and **Young Indy**. And finally, Sega is pumping up the Mega Drive action with a light phaser called the **Menacer**. In addition to the games bundled with the offbeat 7-in-1 controller, Acclaim is making its *Terminator*





ONE PIECE OF PLASTIC YOU WON'T FIND ANY OTHER BANK OFFERING YOU.



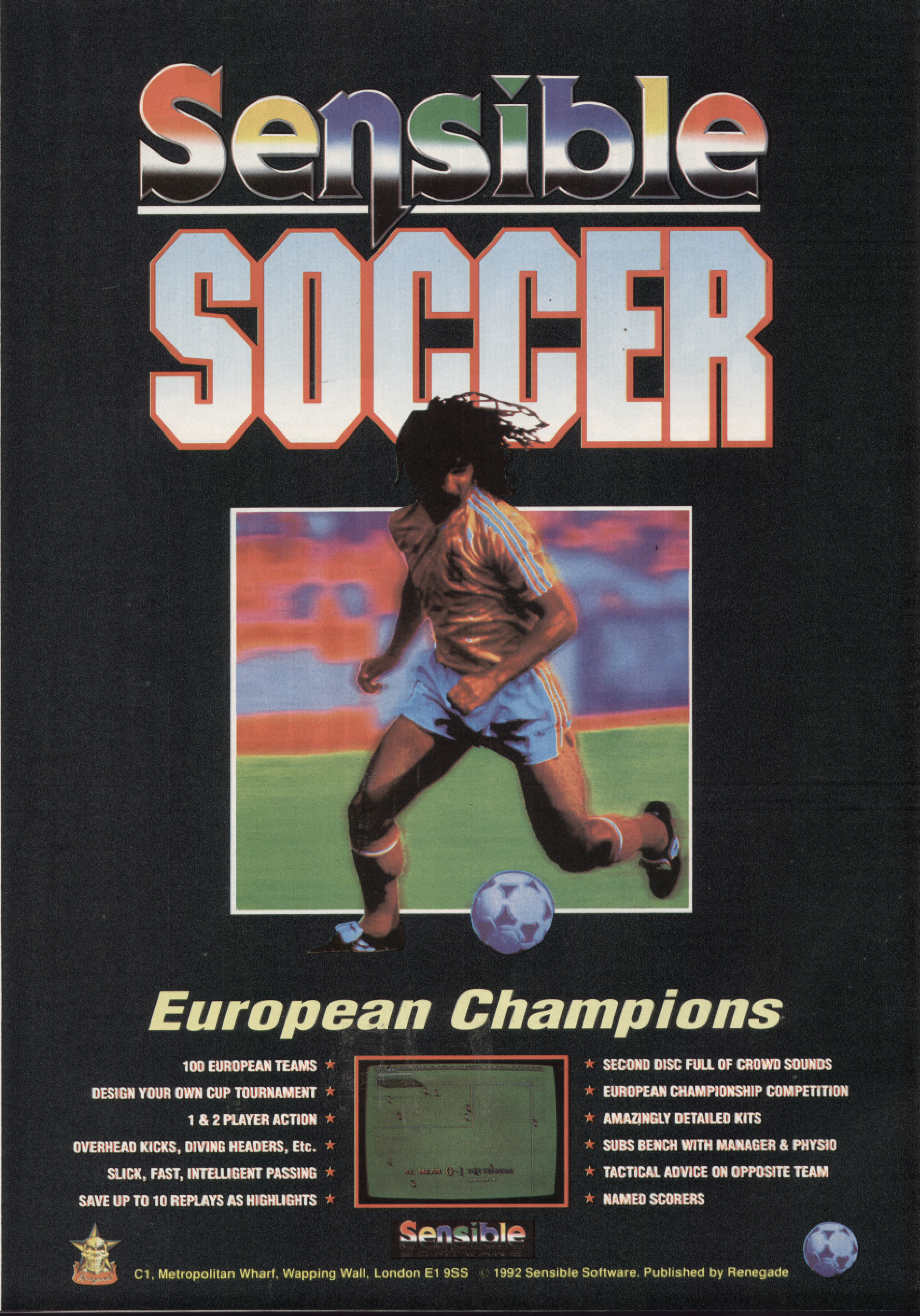
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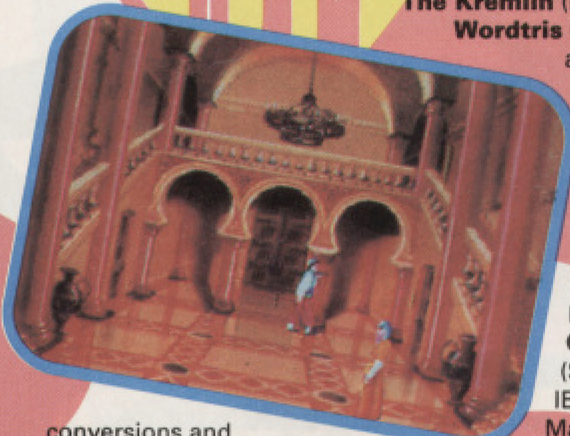
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★ NAMED SCORERS
Sensible
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2: Arcade Game compatible with both the joypad and Menacer.

SIERRA

There's a bountiful supply of sequels,



conversions and a few premieres coming from our favourite publisher with a mountainous logo. Keep 'em peeled for a new range of sports games, starting with **American Football** (IBM PC), **King's Quest VI: Heir Today – Gone Tomorrow** (IBM PC), **Pinball** (IBM PC), re-



illustrated **Quest For Glory I: So You Want To Be A Hero** (IBM PC), **Quest For Glory III: The Wages of War** (IBM PC), **Raymond E Feist's Riftwar Legacy – Betrayal at Krondor** (IBM PC), story-telling screen saver **Screen Antics: Johnny Castaway** (IBM PC), **Space Quest V: The Next Mutation** (IBM PC) and **Turbo Science** (IBM PC). Alternatively, step back in time with **Adventures Of Willy Beamish, King's Quest V, Leisure Suit Larry, Mixed-Up Mother Goose, Police Quest 3, Rise of the Dragon, Space Quest IV** and **Stellar 7** on Mega Drive CD-ROM.

SPECTRUM HOLOBYTE

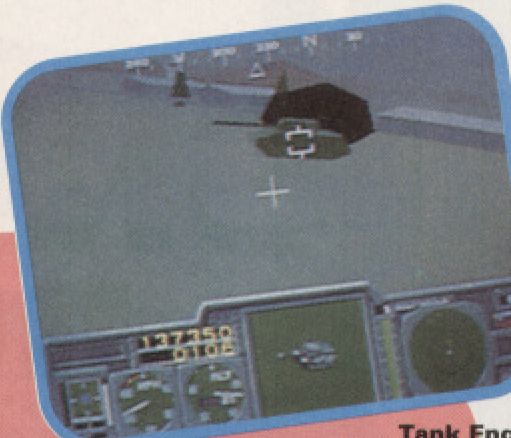
Strategy jaunts **Crisis In The Kremlin** (IBM PC) and **Wordtris** (Super NES and Game Boy) should go down a storm in Moscow. Otherwise it's **Star Trek: The Next Generation** (Super NES, IBM PC, Macintosh, CDi and Super NES CD-ROM) or nothing.

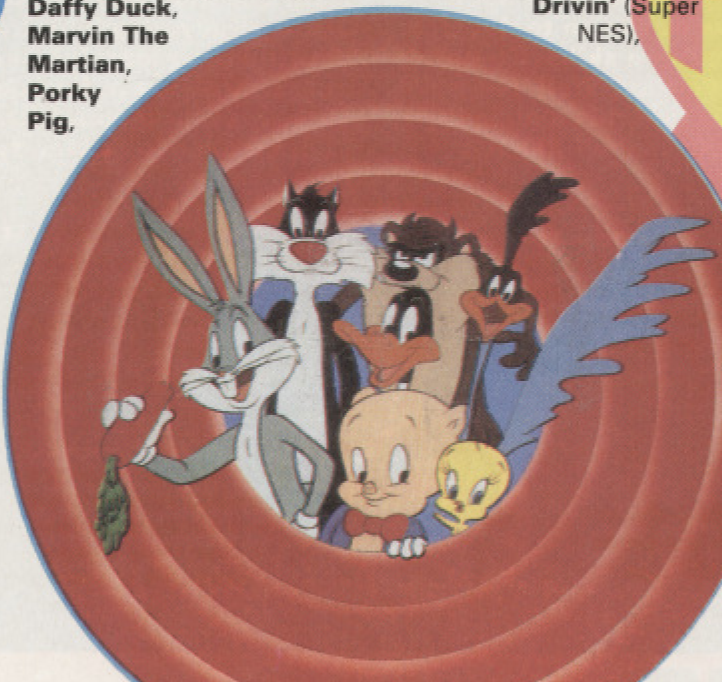
STRATEGIC SIMULATIONS, INC

What's this? Three good-looking games from boring old SSI! **Dark Sun: Shattered Lands** (IBM PC, Amiga and IBM PC CD-ROM), **Great Naval Battles: North Atlantic 1939-1943** (IBM PC and Amiga) and **M** (IBM PC, Amiga and Macintosh).

SUNSOFT

Apart from a Sega game based on the latest kids favourite from Disney, **Beauty And The Beast**, a new range of Warner Bros games for the Super NES is due from Sunsoft, featuring all the Looney Tunes characters: **Bugs Bunny, Daffy Duck, Marvin The Martian, Porky Pig, Road Runner, Sylvester, Tasmanian Devil, Tweety Pie** and **Wile E Coyote**.





TENGEN

After teaming up with Domark in Europe, Tengen groupies will soon be treated to **James Bond 007** (Mega Drive and Game Gear), **Marble Madness** (Game Gear) **MiG-29 Fulcrum** (Mega Drive), **Prince Of Persia** (Game Gear), **Road Riot 4WD** (Mega Drive), **Steel Talons** (Mega Drive) and **Super Space Invaders** (Game Gear).

THQ

Wow! No way. Nobody could have this many blockbusting licences... or can they? **The Adventures Of Rocky & Bullwinkle & Friends** (Super NES, Game Boy and NES), **Attack of The Killer Tomatoes** (Game Boy and NES), **The Flash** (Super NES, Game Boy and NES), **Harley Davidson Motor Cycles** (Super NES, Game Boy and NES), **Home Alone 2: Lost in New York** (Super NES, Game Boy and NES), **James Bond Jr** (NES and Super NES), **Race Drivin'** (Super NES), **Robosaurus** (Super NES, Game Boy and NES), **Swamp Thing** (Super NES, Game Boy and NES), **Thomas The Tank Engine & Friends** (Super NES, Game Boy and NES) and **Wayne's World** (Super NES, Game Boy and NES). Excellent.

THREE-SIXTY SOFTWARE

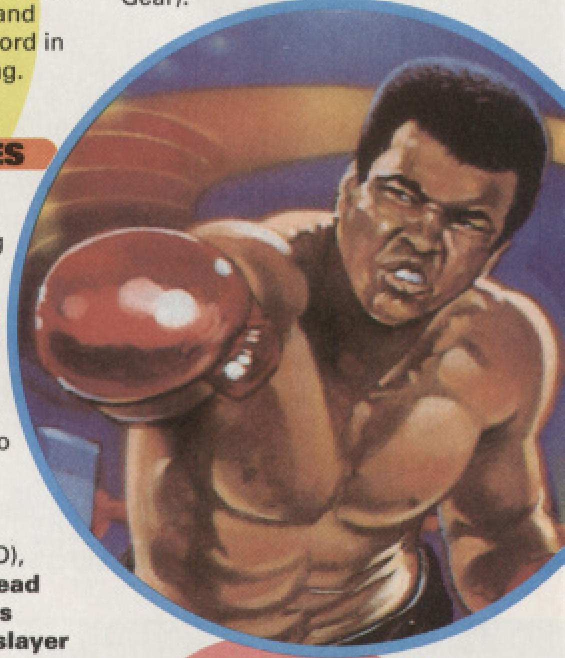
Volunteer for active service in **Patriot** (IBM PC) and discover the latest word in computer war gaming.

TURBO TECHNOLOGIES

Just when the situation was looking gloomy for PC Engine owners, there are rumours of an official European launch of the Super CD-ROM system and plenty of games to go with it, like **Bonk 3, Bonk's Thunder Shooting, Camp California** (Super CD), **Darkwing Duck, Dead Moon, Discis Books** (Super CD), **Dragonslayer** (Super CD), **Dungeon Explorer II** (Super CD), **Falcon, Fantasy Star Soldier** (Super CD), **Gate Of Thunder** (Super CD), **Gunboat, Hit The Ice, Human Sports, Loom** (Super CD), **Mesopotamia, Parodius, Populous** (Super CD), **Prince Of Persia** (Super CD), **Rayxanber III** (Super CD), **Shadow of the Beast** (Super CD), **Sim Earth** (Super CD), **Splash Lake** (Super CD), **Terraforming** (Super CD) and **TV Sports Baseball**. Do you reckon that's enough for now?

VIRGIN GAMES

This rapidly expanding bit of Richard Branson's empire has bought the development team responsible for **Eye Of The Beholder** and the Nintendo stroke Sega video game rights to Disney's classic **Jungle Book**. It's also publishing **Caesar's Palace** (NES), **Colour A Dinosaur** (NES), **Double Dragon III** (Game Gear), the most attractive creation since those cute dancing Coca Cola cans – **7th Guest** (IBM PC CD-ROM and SNES CD-ROM), **Jeep Jamboree** (Game Boy), **Muhammad Ali Heavyweight Boxing** (Mega Drive), **Pool Shark** (IBM PC), **Prince Of Persia** (NES), **Super Off Road** (Game Gear), **Super Slam Dunk** (Super NES), **Super Slapshot** (Super NES) and **The Terminator** (Game Gear).



WALT DISNEY SOFTWARE

Those close friends of Mickey Mouse had: **Heaven & Earth: A Dazzling Journey For The Mind** (IBM PC and Macintosh), **Coaster** (IBM PC), **Dog Eat Dog: An Adventure In Office Politics** (IBM PC, Macintosh), **Stunt Island: The Flying And Filming Simulation** (IBM PC) and **UnNatural Selection: An Experiment in Genetic Warfare** (IBM PC).



Okay, that's enough about what's going on in the US of A – what's hot on the hardware and software entertainment scene over here? Smaaart brings you the stories other magazines leave behind!

SNOOZE news

Where we print news items which will be extremely interesting to some, but incredibly tedious for others (so don't say you haven't been warned)...

A MIDI LINKY THINGY



This is the Tecnoplus Midi Connector for the Commodore Amiga. It includes a Midi-in port, two Midi-out ports, a Midi-thru port (which doubles as a third Midi-out port if you're not linking instruments in a loop) and a special Serial Pass-Thru feature (which allows you to connect another serial device at the same time as the Midi system is up and running). The cost of the little device? 40 sovs, guv'nor.

MAKE YOUR OWN PC

Millstream Publications have a book out called Build Your Own Computer, written by Tom Porter. They say: "Anyone who has built MFI furniture could, using this step-by-step manual, assemble their own PC on a kitchen table and save themselves anything up to £950 in the process."

The book itself costs £19.00, although the hardware bits and pieces obviously cost a little bit extra. Still, succeed and you're laughing all the way to the bank. If you're even slightly interested, you can contact Millstream Publications via Gareth John, Wordcaster Media And Public Relations, 4 Sutton Close, Canford Heath, Dorset BH17 8SS (Tel: 0202 690603). In the meantime, here's a picture of the inside of a PC to whet your appetite.



eek-it's a mouse!

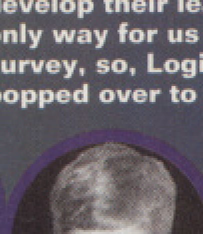


Logitech has come up with, and we quote: "A revolutionary new mouse designed exclusively for children." It's called the Logitech KIDZ mouse, and the idea behind it is to encourage youngsters aged from five to eleven to develop their learning skills. So how will it do this? Well, the point here is that this mouse is actually shaped *like a real mouse*. To add to the attraction (as if that wasn't enough), each mouse comes with a specially-designed birth certificate on which a name for the rodent in question can be entered. Fair enough, but it does bring us back to the main question will the KIDZ mouse really encourage youngsters from five to eleven to develop their learning skills?" Hmmm. Well, the only way for us to find out is to conduct a survey, so, Logitech KIDZ mouse in hand, we popped over to St Wendy's School in Brixton...

The Logitech KIDZ mouse works on the Commodore Amiga and Atari ST and 2 retails for just under £40.



Sheldon Pink, age 5
"No, no, I don't like it – I'm scared of mouses. Auntie Hattie says they eat people's legs off and you have to go to the hospital."



Chris Johnson, age 6
"Hee, hee, hee, hee, hee, hee, hee – it's got a willy!" *[Er, it's the flex as it happens, and anyway it's meant to be the tail. Ed.]*

Andrew Rogers, age 10
"My brother's mate Colin got run over by a car last week and broke both his legs."

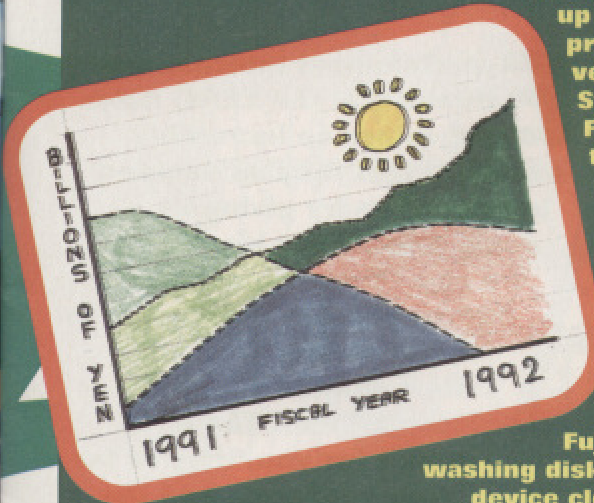


Gail Honeywell, age 7
"My hamster is called Bobby. Daddy says he's going to flush Bobby down the toilet if I ever steal money out of Mummy's purse again."

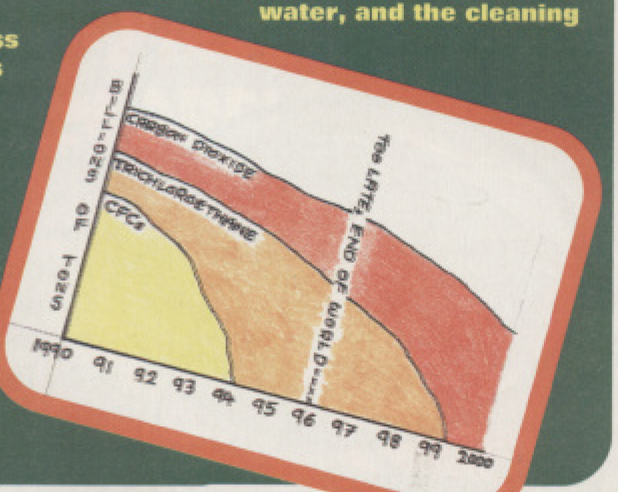


some very interesting figures- not!

Fujitsu Ltd, the world's second largest computer manufacturer and a leading producer of communications, semi-conductors and other electronic components, reported consolidated net sales of three and a half billion yen in the fiscal year 1991 (April 1st 1991 to March 31st 1992). This was up 15.8% over the previous year. Here's a very interesting graph.



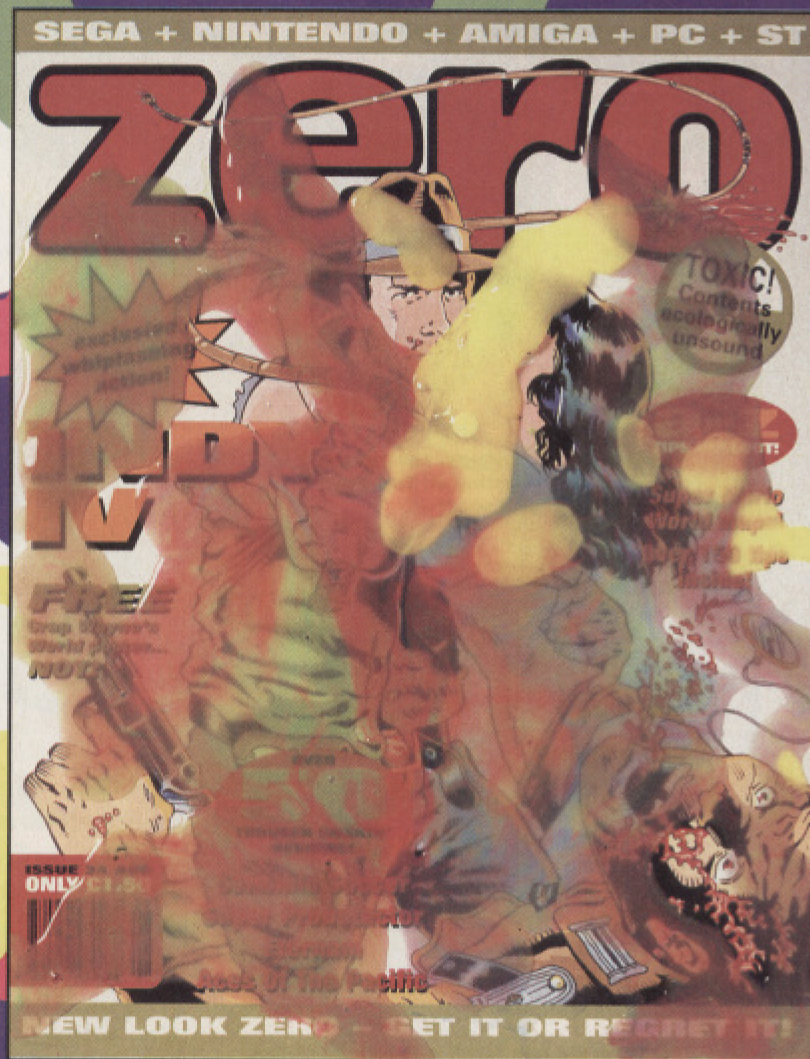
Still on the subject of Fujitsu, we were told this: "Fujitsu has developed a new pure water washing device for use in disk drive manufacturing as part of an overall initiative to completely abandon the use of CFC's by 1994. Of the CFC's used by Fujitsu, 60% were for washing disk drive parts. The new device cleans parts using pure water, and the cleaning and drying process is just as quick as the old method. Fujitsu is also making moves to completely abandon the use of Trichloroethane by 1999, and are slightly reducing emissions of carbon dioxide gas." Here's another graph...



eek! ANOTHER MOUSE

Yes, hot on the tail (excuse the pun) of the last mouse-related item, we can reveal that Nintendo will be producing a mouse for the Super NES. A sensible move – after all, joypads may be pretty skill most of the time, but there's no denying that a mouse would be better occasionally (*Populous*, *Sim City*, *Lemmings*, etc). The totally brilliant thing about the existence of a Super NES mouse though, besides the obvious gameplay improvements to certain game titles, is that it would open up whole new software possibilities. Art packages, for instance. Interestingly enough, the rumour at the moment is that the Nintendo mouse will in fact be packaged with (da, da) an art cart. So there you go.

If the art programme is good enough, it could, given the Super NES colour and sprite-handling capabilities, be better than anything yet available for the Amiga. (Although, conversely, it could actually be worse than anything available for the Amiga.) We'll be keeping you up to date with the Nintendo mouse events as they unfold, so keep 'em peeled.



round the bend

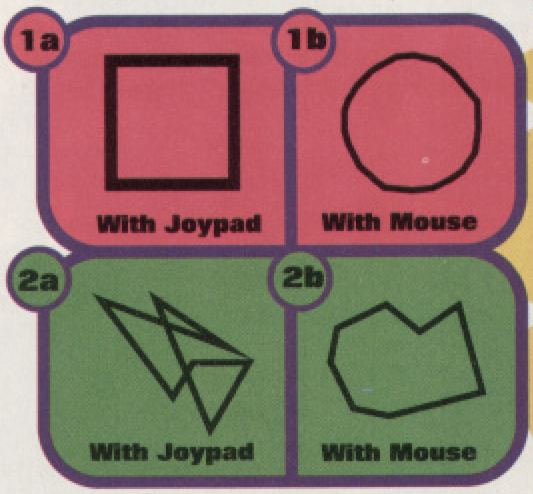
We asked two celebrities to draw freehand circles, first with a joypad (using *Art Alive* on the Mega Drive) and then with a mouse (using *DPaint IV* on the Amiga). Let's see what happened...



CHERYL BAKER

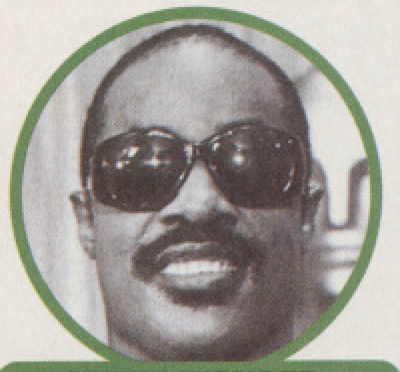
1a "Oh gor blimey, it's a bit square isn't it? It's a very poor attempt indeed. I'm so ashamed I'm going to cry. Boo-hoo-hoo-hoo-hoo."

1b "Well, it's a bit squiggly, but you can see what I was getting at. Yes, I'm quite proud of that one."



2a "So how did I do then? Is it a circle? I feel confident that it is at least *slightly* circular."

2b "Yes, I felt much more in control that time, with the mouse. Is that a recognisable circle? It must be nearly right."



STEVIE WONDER

free COOL CROC GOODIES



Entertainment International thinks that the ZERO news pages are so incredibly excellent that they've decided to reward us by giving us some gifts. Right bloody on, we say – Entertainment International is pretty skill in our books too.

Entertainment International: The gifts aren't for you, they're for your readers... and the reason we gave them to you was not because we thought Smaaart was excellent, it was because we wanted to celebrate our new, highly addictive platform romp, *Cool Croc Twins.*

Smaaart: Huh! You tight basts.

Entertainment International : Now, now – there's no need to take it so badly. We suggest you run a little competition and give our gifts away as prizes. Okay?

Smaaart: Okay, okay, we get the point. Here's what's up for grabs for the first ten correct entries...

A Cool Croc T-shirt, a Cool Croc glass, a Cool Croc baseball cap and a copy of the Cool Croc game.

The next 15 correct entries each get a copy of the *Cool Croc* game. So, what's the question? Er... well, it's on the coupon. Bung the finished thing into an envelope and send it to: Crocky-Wocky Compy-Wompy, Zero, 19 Bolsover Street,, London W1P 7HJ.

If you're being chased by a crocodile, what's the best method to adopt if you want to escape with your life?

(1) Lie down on the ground and roll up into a foetal position.

(2) Spin around on the spot with your arms outstretched.

(3) Run as fast as you can, changing directions in zig-zag fashion.

ANSWER: ____________________

NAME: ____________________

ADDRESS: ____________________

____

____

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____



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free Smaaart gift!!! Wow!!! It's a

Yes, it's your very own Dominik Diamond Mobile! Zow-wee! Be the envy of all your friends with this truly excellent free gift from ZERO! Hurrah, it's a turtley brilliant Dominik Diamond Dangler!!! WICCKKED!!!!Everyone's favourite computer games personality is immortalised by your favourite magazine. Remember, kids – no bedroom is hip and trendy if it's bereft of a Dominik Dangler, so check out the simple-to-follow Instructions below and you'll be the talk of the town!

a



Wooo!

It's so dreamy!!!

b



c

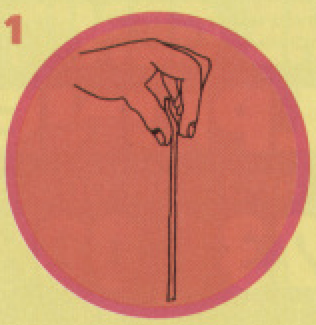


instructions

Simply carefully cut out this page and stick it to some stiff cardboard. Then carefully cut around the dotted lines of the Dominiks, leave the big Dominik face on one side, then sort the remaining Dominiks into two piles – the Dominiks that face right, and the Dominiks that face left. You can now glue them together, back-to-back, to make double-sided Dominiks.

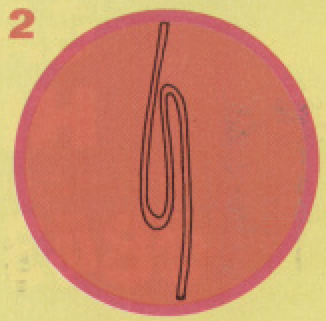
Next you'll need a wire coat hanger. Fasten the big Dominik face-up in the middle with some sticky tape – see diagram. Then you'll have to make your special Dominik Danglers as follows...

1



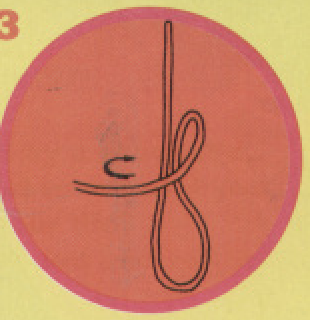
Take a length of string – about 22" will do nicely.

2



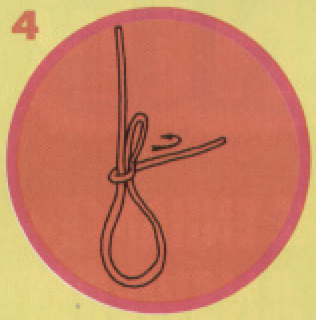
Leave about 9" at the top, then fold the string twice to make two loops.

3



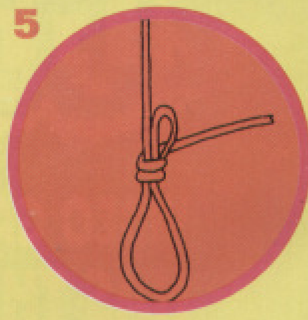
Take the bottom end (this should be about 2.5 inches in length) and take it across the bottom loop.

4



Wrap this right around and back on itself.

5

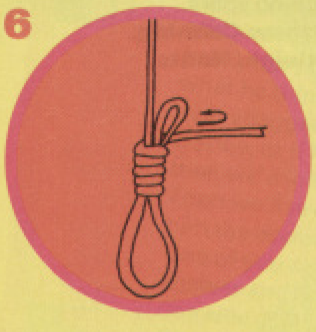


Wrap the end around again. Hold the first loop in place until you've added the others which will hold it in place.

Dominik Dangler!!

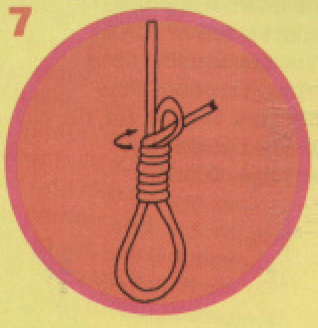


6



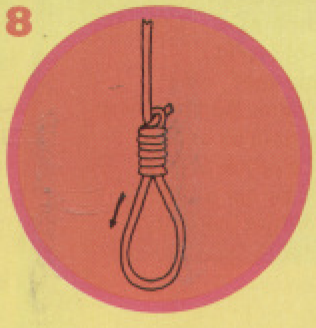
Wrap the string around a further four times, or until you're near the end of the string (don't cover the top loop).

7



Pass the end through the top loop (which should just be poking out now).

8



By pulling one side of the bottom loop, you can now pull the top loop down to trap the end of the string.

9



Make a further three Dominik Danglers, then assemble your Dominik mobile (as above). Hey presto! – instant cred!

Don't forget to tune into the next series of *GamesMaster* on Channel 4. The show kicks off on a new autumn run in September.



Fancy winning a Mazda MX5 or a ballooning holiday in the Dordogne? Well you're out of luck. Still, the free ZERO badge isn't too bad... and the writer of the Star Letter not only gets a free game of his/her choice, but also a potato shaped like a deformed penis. So send your letters to: Deformed, Penis-Shaped Potatoes (ie Letters), ZERO, 19 Bolsover Street, London W1P 7HJ. (And don't forget to say which computer or console you own.)

SWEAR WORDS

DEAR ED, was Gyles Brandreth elected? I fell asleep in front of Peter Snow's 'straight-jacket' show and never found out. Oh, and what swear words haven't you printed yet? Please give a complete list.
Adam Symons,
Loughborough, Lancs.

In America movie stars get elected. Over here people who have appeared on Countdown *get elected. This is a way of telling you that yes – Gyles was elected. There's not a lot I can add, really, other than it's a very good link into the swear word list. (Which I can't do anyway, because WH Smiths have made a law against it – and WH Smiths are more powerful than the Government.)* **ED.**

LETTER FROM GERMANY

HELLO, "It's me again" (to quote Lord Dork). We're just getting that awful programme *GamesMaster* over here. What a load of balls! Some pratt in a cape, talking as if computer owners only have *Super Mario Bros* in their collection. Do me a favour, Dominik 'Dickhead' Diamond – bugger off with that fat Queen (the so-called 'GamesMaster'). Oh, and stick yer Golden Joystick where the sun don't shine.
John Hunter,
Monchenglad,
Germany.

Fat Queen? That's almost blasphemous! Do you realise you've just called Patrick Moore an overweight and rampantly effeminate homosexual? If you'd said the same thing about Jason Donovan it could have cost you £200,000. And Dominik? Well, I don't suppose you'll like the cut-out-and-keep mobile we're giving away on page 12 of this very issue. (Or maybe you will.) **ED.**

IT'S THE MULTICOLOURED CRAPSWOP!

Here's the section where you lot get to swop things – crap things or brilliant things. Last month we had an 'excellent' plastic boxing toy up for grabs. So who wanted it... and what were they willing to swop for it? We're about to find out...



DEAR CRAPSWOP, I want that plastic boxing toy. As a swop, I've enclosed... well, you can see what I've enclosed – it's a mug. Okay, so it's a bit chipped around the top, but it's got loads of character, it's supplied me with many a cup of tea, and I'm sure someone will snap it up. Send me the plastic boxing toy. Thank you.
Peter Ford,
Horsham, Sussex.

So you quite like the idea of owning Peter's mug? Then send in a swop without delay. By the time you receive it, it may even have some fungus growing in the bottom as well. Brill!

Star letter

MORE VIOLENCE!

DEAR ED, can someone tell me why all the good licences are given to Ocean, who invariably end up shovelling out crap like *Terminator 2, Darkman, Total Recall, Platoon, Gremlins 2, The Hunt For Red October, Ghostbusters 2, Red Heat, Navy Seals* and *Days Of Thunder*. These are just a few of the licences they have completely mucked up. Okay, so *Robocop 3* and *Hudson Hawk* are exceptions, but I bet you the next movie conversion they release will be a right pile of old jobs.

Anyway, now I want to talk about realism in games. Realism is needed to give games a boost. Baddies that disappear when killed, puny explosions when a guardian is disposed of, bullets that travel no faster than the main character can walk (a point I must compliment *Alien Breed* for – well done Team 17), the total non-existence of blood... it's not on, I say. Stuff the 'Christmas Present From Granny Quotient', what we want is violence! Baddies who spin, jump and fold like napkins. Baddies who fall like clowns when shot (and then stay there, so you can trample all over them). We want gore – like when you're impaled on the tail of a rather angry beastie and swung about. Cinematic explosions accompanied by ear-splitting cracks. Machine guns that roar – and fire bullets that hit their target instantly. I think you get the idea.
Leo Pitt,
New Malden, Surrey.

I think everyone gets the idea – let's face it, your letter was covered in pools of saliva. You were ranting, you nutter. Anyway, yes – most film licence software is a bit useless, and it's 'cos software companies think: "It doesn't matter what this game is like, because the name will sell it anyway". The sad thing is that they're generally right. And realism? We're all for that. Why do computer sprites never go to the loo? After a good bit of blasting it'd be brilliant if you could lead your main character to the bog for a bit of dump-and-plop action. **ED.**

CHEGGERS LET-DOWN

DEAR ED, you've done it now. My chum Lou(ise) has gone into a coma after winning a date with 'cheeky' Cheggers, only to discover that you were pulling one of her lower limbs. You bunch of heartbreaking basts! I suspect loads of young girlies are equally disappointed. Oooooh. How could you. Tut, tut, tut, tut.
Ludwig Leadbelly,
Wantage, Oxon.

Criticism accepted, but just between you and me – Lou's better off with the coma. **ED.**

I hate to admit this, but I'm afraid my son is a bit of a pecker really. Louise is a lucky lass. **Mrs Chegwin.**

PIRATE PRATT

DEAR ED, I've been given a game called *Interphase*. It's a great game, but please can you tell me what I'm meant to do? All I seem to be able to do at the moment is fly around blasting 3D objects. Please help me – I'm going spare.
Matthew Canning,
Eastleigh, Hants.

Well, well... that wouldn't perchance be a pirate copy, would it? The full-price version actually came with instructions, you know. Anyway, what you have to do first is get the map screen up (hopefully you've worked out how by now) and then... oh God, it's all hugely complicated, come to think of it. **ED.**

That wasn't much help. **Mrs Chegwin.**

CRAP RAP
WITH FLAVOR FLAV

This is where you send in your raps, ya know what I'm sayin'? They don't have to be dope, but the doper they are the more probberly I'll wanna print 'em, ya know what I'm sayin'? Here I got the reverend J. S. Farthing on the other end of a piece of paper, y'know what I'm sayin'? An this is what he's sayin', y'know what I'm sayin'?

DEAR MR FLAV, young people don't go to church anymore. In fact the only person who seems at all interested in the word of the Lord is Thora Hird. With this in mind, I've written a rap which I hope will encourage young people (such as yourself) back into to the fold...

I'm a rappin', I'm a rappin'
'Bout Christianity
But I'm a vicar, not a rapper
So please bear with me

As Daniel said to Jacob
In Psalms chapter two (verse four)
Wise up to the ways of the Lord
Or otherwise eternal damnation will be yours

(...sniiip!) Hey, respect's where it's happenin', y'know what I'm sayin'? But you lost the beat almost straight away and in Flavor Flav's book it ain't trick – y'know what I'm sayin'? If ya wanna chill with Flavor Flav and the boyz you need t'keep the motherf**** groove slung way down tight in the hole, y'know what I'm sayin'?**

Send in your crap raps to Flavor Flav – and if he deems them worthy of respect you could win yourself a giant clock pendant. Smart.



ST SADNESS

DEAR ED, I have had my Atari ST for about a year now, but I'm still stuck on where to buy some cheap blank disks. Maybe you, or some of your readers, can help. If so, please write to me, Gary Slatcher, at 27 Rutland Avenue, Borrowash, Derby DE7 3JF. I will reply to all letters.
Garry Slatcher, Borrowash, Derby.

Gary, have you ever thought of trying a 'shop'? Or am I missing the point? I suppose it all depends on your definition of cheap, really. Still, I ought to point out that buying individual second-hand disks off other readers through the post is going to cost you heaps in stamps, not to mention the hassle of it all. Clot! **ED.**

A BOY NAMED SUE

DEAR ED, I've got a complaint about the Geoff Crammond game, *Formula One Grand Prix.* The game is just so realistic that I've incurred a severe case of repetitive strain injury – my right wrist is literally shot to jiggery. I'm in constant pain, and I can't even lift a full kettle. And I've broken three very expensive joysticks. Okay, you may say "There's no need to yank on the joystick with such force," but I'd like to see you approaching a 180° hairpin at 210 mph. Being gentle on the stick is not possible – especially if you're on the 68th lap and you've got Ayrton Senna up your arse. Anyway, what I want to know is whether it's possible for me to sue MicroProse? After all, there were no warnings about repetitive strain injury or broken joysticks on the box. Or maybe I could just sue Geoff Crammond. All I'm after is about £500.
Alex Bigley, Sittingbourne, Kent.

It's a brilliant idea, but in Britain? I don't think you'd be able to make that one stick. If you take it to the US courts you could be in business – but don't ask for a paltry £500, ask for ninety trillion – it's the only way to get the legal system there to take you seriously. **ED.**

CHAIN MAIL

Welcome to Chain Mail. This is how it works, in case you didn't see last month's issue. You write in to us asking a question, then we print your letter and endeavour to answer it. Say you wanted to ask top programmer Andrew Braybrook what he thinks of Archer McClean, or if he's ever shagged ex-Olympic swimmer Sharon Davies, or if he's ever built a York stone patio, then we'd jolly well ring him up and ask. Then we'll print his answer and, in turn, give him the opportunity to ask you a question. One of you can then write back with an answer and pose another question to someone else. Get the drift? Drop us a line to: **Chain Mail, ZERO, 19 Bolsover St, London W1P 7HJ.** We'll be starting Chain Mail properly next month – so if you want in, get an envelope and a stamp...



speccy twat

DEAR SPECCY TWAT, could you tell me why the sound chip on the Atari ST is so crap? My old Oric had better sound! And what about the ST scrolling? It's a joke.
Diamond Dallas Page™, Erith, Kent.

Yes, the scrolling is rather amusing. Mind you, it's not really surprising because, unlike the Amiga, the old STF's and STFM's don't contain a special hardware scrolling chip – 'the blitter', as we twats call it. What this means is that if a programmer wants to make the screen scroll during his game, he has to include the routine inside the actual program itself – he can't just tell the blitter to do it all for him. (Although if you want to see an ST game that does scroll well, try Projectile *coded by Eldritch The Cat for Electronic Arts.) Onto the sound then. The ST isn't very good because it only has a three-channel sound chip. It's very old fashioned.* **Speccy.**

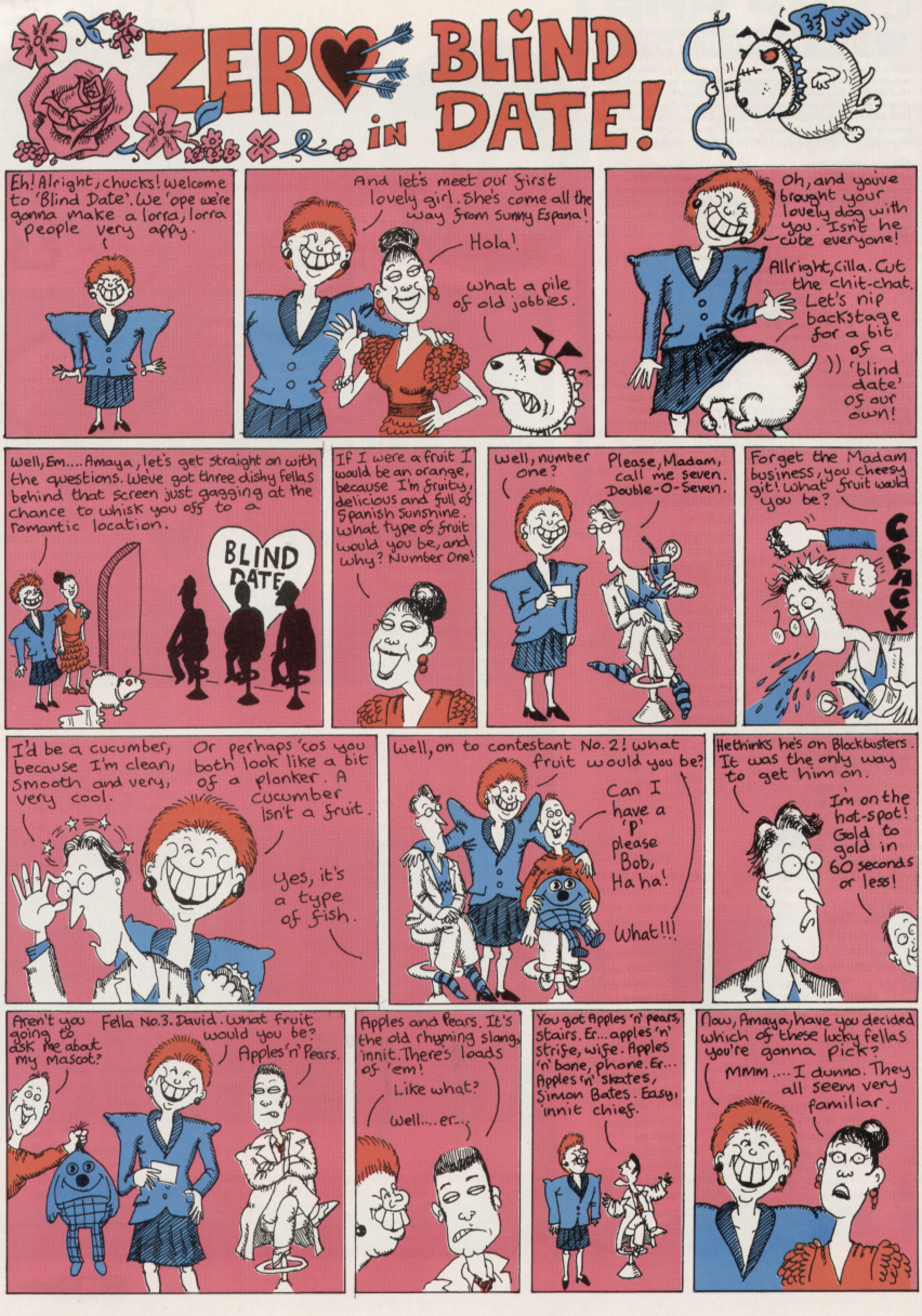
DEAR SPECCY TWAT, I'm fed up, I really am. When is someone going to produce an arcade-quality games machine? I mean, the Amiga and Mega Drive are alright, but they lack 256 colour and huge palette modes. And let's be honest – the M68000 processor is a bit dated now – after all, it came out way back in '78. Okay, better hardware costs more, so why don't they raid the Motorola warehouse and nick some M68040's? They're much faster.

The PC looks good with its VGA colour, speedy CPU's and great sound boards. It's superb for paint packages and 3D games, but for monster sprites? Forget it – IBM haven't included the necessary hardware. The Archimedes was promising, but it's not marketed for leisure, so there are no games. The same can be said for the Macintosh. And what about SNK's marketing division. Are they nutters or what? The Neo Geo is good, but with £400 for the console and £100 a time for the games, they must be joking!

What about the Super Famicom (SNES)? I haven't actually seen one, but could it really cope with games like *Vendetta*? I doubt it.
David St Clair, Gosport, Hampshire.

Would you be interested in attending a dinner party I'm having next month? I've invited 15 prominent scientists and we're going to talk about 256-Bit computer technology all evening. There'll be a small amount of shandy to share as well. Please come. **Speccy.***

***(In the meantime, the rest of us'll be in the pub drinking snakebites. Bye!)**


ZERO IN BLIND DATE!
Eh! Alright, chucks! Welcome to 'Blind Date'. We 'ope we're gonna make a lorra, lorra people very appy.
And let's meet our first lovely girl. She's come all the way from sunny Espana!
Hola!
What a pile of old jobbies.
Oh, and you've brought your lovely dog with you. Isn't he cute everyone!
Allright, Cilla. Cut the chit-chat. Let's nip backstage for a bit of a 'blind date' of our own!
Well, Em.... Amaya, let's get straight on with the questions. We've got three dishy fellas behind that screen just gagging at the chance to whisk you off to a romantic location.
BLIND DATE
If I were a fruit I would be an orange, because I'm fruity, delicious and full of Spanish sunshine. What type of fruit would you be, and why? Number One!
Well, number one?
Please, Madam, call me seven. Double-O-Seven.
Forget the Madam business, you cheesy git! What fruit would you be?
CRACK
I'd be a cucumber, because I'm clean, smooth and very, very cool.
Or perhaps 'cos you both look like a bit of a plonker. A cucumber isn't a fruit.
Yes, it's a type of fish.
Well, on to contestant No. 2! What fruit would you be?
Can I have a 'P' please Bob, Ha ha!
What!!!
He thinks he's on Blockbusters. It was the only way to get him on.
I'm on the hot-spot! Gold to gold in 60 seconds or less!
Aren't you going to ask me about my mascot?
Fella No. 3. David. What fruit would you be?
Apples 'n' Pears.
Apples and Pears. It's the old rhyming slang, innit. There's loads of 'em!
Like what?
Well.... er....
You got Apples 'n' pears, stairs. Er... apples 'n' strife, wife. Apples 'n' bone, phone. Er... Apples 'n' skates, Simon Bates. Easy, innit chief.
Now, Amaya, have you decided which of these lucky fellas you're gonna pick?
Mmm .... I dunno. They all seem very familiar.

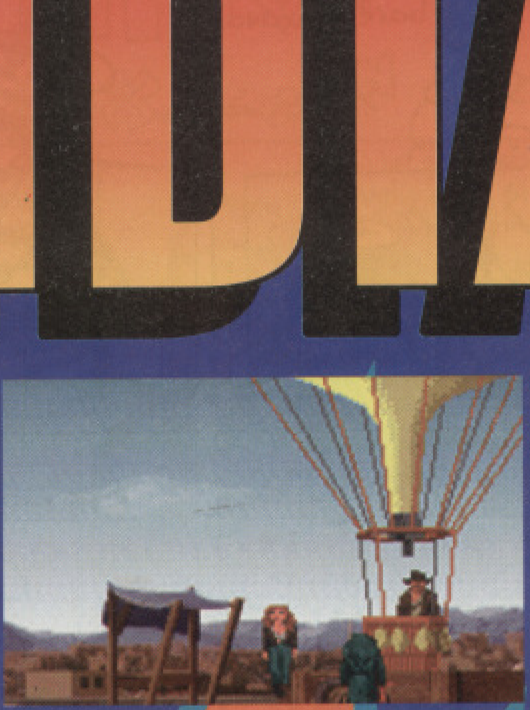


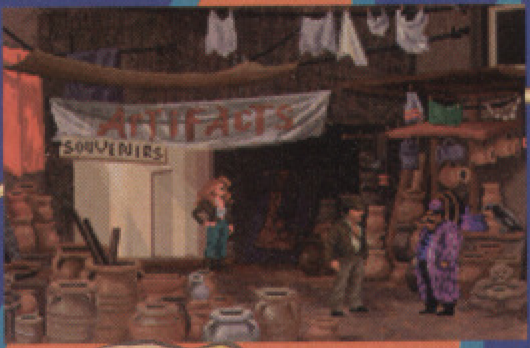
While Amaya's making her mind up, let's see how last weeks couple got on during their romantic weekend away to Bognor Regis.
Well I first thought he was a bit odd in the restaurant when he sliced the wine waiter clean in two with his fish knife and then wrestled the head chef to the ground bare handed.
Grunt!
I don't think we'll be seeing each other again, no. I prefer romantic men. He just kept asking me if I fancied an arm wrestle.
Well, I'm sorry it didn't work out for you. Everybody, aaaah!
Aaaaah!
AAAARGH!
Good grief! It's Macca!
Surprise! Surprise!
He's Killed Cilla! Let's get him!
AUDIENCE'S VOICE
Macca's Killed someone again!
Let's get him out of here. Lucky I've got the motor outside.
Oh no! Blue flashing light!
Quick! Follow us!
So it was you three!
Can I have an 'E' please, Bob.
Grab him!
Lucky I left the engine running.
But I was on my fifth Gold Run. I could've won a holiday or anything.
What happened to Zero the Dog?
LWT
Back Inside.....
My first question is for Number One: Would you mind If I rubbed up and down your legs?
THE END

INDIANA

PEECEE

Before too long this game should be coming out for machines such as the Amiga and Mega Drive CD-ROM, so whether you're a PC owner or not, you could do worse than check out DUNCAN MACDONALD'S review of the PC version of US Gold/Lucasfilm' INDIANA JONES AND THE FATE OF ATLANTIS...





So opening credits in computer games are boring, are they? Not when the game is a Lucasfilm game they're not. And when the Lucasfilm game in question is this one, they're even better than ever. The first thing you see when firing the game up is Indy standing in a darkened room – an attic. The Indiana Jones logo zooms out, a couple of namechecks appear and the music gets underway. Then you have control. You move Indy around, looking at things until, inevitably, you trigger a trap. Indy falls through a trap door onto the floor below. While he's lying there concussed there are a couple more namechecks, then Indy recovers and you have control again. Once more the inevitable happens, in the form of another trap – Indy falls through a hole onto the next floor down. More namechecks then a bit of moving around. And then it happens again... and again... and again... until Indy is in his office, having a shiny and important-looking statuette stolen from him by a German geezer. The namechecks have finished and the game is about to begin, with you now in total control (and what's more you've just inadvertently explored a location you'll be returning to later on). You're hooked.





LUCASFILM

A BEGINNER

Okay, so you've never come across a Lucasfilm game before. Well, don't worry because here's a little walk-through of how the basics work...





JONES

AND THE FATE OF ATLANTIS



a This is your verb box. "There aren't many verbs," hardened adventurers may say, and they'd be right. But, believe it or not, the list is more than ample. The brilliant thing is that when you're forced into a bit of 'experimentation', it doesn't take all day to cycle through the options.

b This is your crosshair cursor, controlled (as you'll have guessed) by the mouse – it's your direct link with the world of Indiana Jones. The computer knows at all times exactly where it is, and it's just dying for you to click the left or right button...

c Here, for instance, is a newspaper. You're told anyway, even without clicking the buttons, but if you do click you can do things with it.

d Back to the verb box, where you'll see the words LOOK AT have been highlighted by the computer. Although it highlights the most obvious verb for you, you may well have different ideas. No probs – you can PICK UP the newspaper if you prefer (just click on PICK UP), and then click on the paper.

e This is your inventory box – it's where all the items you've PICKED UP go. The arrows to the left-hand side are there to scroll the inventory box up and down for those times when you're carrying more stuff than can be shown on-screen at once.

f You can use items in your inventory in many ways, simply by clicking on the relevant instruction in the verb box, then the item, and then the thing you want to use it on. You can GIVE the NEWSPAPER to THE PHONE BOOTH if you want... but you probably won't.

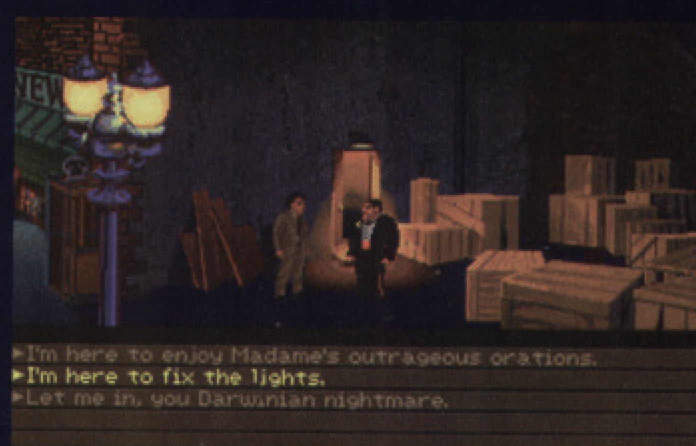
g Once you've searched a screen thoroughly and have decided there's nothing more to take or do, it's time to look for an exit. In many cases doors are apparent. Here, however, the only way to another location would seem to be the Taxi (WALK TO and USE taxi)...

M GAMES

R'S GUIDE

Right, here we see Act One, Scene One of *Indiana Jones And The Fate Of Atlantis.* (It's about a billionth of a per-cent of the entire game.) So what can Indy do? And how do you make him do it? The answers to these questions are (a) lots, and (b) easily. Read on.









(A) Indy's hanging around outside a hotel in the hope that he can locate a certain person. He can't – so he goes inside instead...
(B) Where he dicovers Carol Decker has done it already. Damn her bones!
(C) Still, at least she's no use when it comes to the fighting bits. Girls, eh?
(D) Carol Decker becomes a temporary knife thrower's assistant. At last, retribution for all those crap T'pau singles. Hoorah!

h ...Or maybe not. Something you ought to know is that most of the screens in Lucasfilm games are extremely wide, so scroll once you walk to the edge. In this case you can walk around the corner, where you'll find the stage door. Once you've got past the security guard (you need to fight), the adventure begins to unfold at an alarming rate. New locations open up worldwide.

So that, in a rather large nutshell, is that. You can interact with just about every object you see and you can interact with the people too (billions of them). Some conversations, once started, simply run their course while you watch (just like a movie). Other conversations, however, require you to pick a reply from a small selection – the response you give to a question can dramatically alter the course of the game. (*Indiana Jones And The Secret Of Atlantis* actually has three different storylines programmed in – and I mean very different – you'll come across the same general locations, but the similarities end there).



MEANWHILE





Lucasfilm started the trend, and now it's just about perfected it. I'm talking (as you'll have guessed if you've played *Monkey Island* or whatever), about the 'meanwhile' scenes. The scenes where you just sit back and enjoy, as the plot is further explained and new characters are introduced in fully automated fashion.

The first 'meanwhile' scene in *Indy And The Secret Of Atlantis* comes after you've been playing for about an hour or so, and shows the German bloke who stole Indy's statuette during the introductory sequence returning to his 'base'. He's a nazi, it transpires, and hidden in the statue is a small gold bead which, after a mad German scientist has conducted an 'experiment', proves to be a form of non-radioactive isotope (ideal, the scientist realises, for producing powerful bombs). The nazis are off to find the lost city of Atlantis, where they suspect an abundance of this material is ripe for the taking. Then the meanwhile scene is over, and it's back to Indy, with you in control. You're trying to find Atlantis too. Oh dear. Paths will no doubt cross.



Carol Decker attempts to distract the submarine guard by singing the chorus of *China In Your Hand*. All Indy has to do now is climb the ladder, run across the platform, climb down the other ladder and then... Er, well, how about USE WOODEN PEG on GUARD? *(The whip, the whip. Ed.)*

THE LEURVE INTEREST

What would an Indy film be without 'the chick'? Nothing – that's what, so luckily she's here. She's called Sophia, and she looks just like Carol Decker from T'pau. (But thankfully she doesn't sing *China In Your Hand*. Ed.) She's called Sophia, she's an amateur mystic, and she's as cantankerous as you'd expect an Indiana Jones female sidekick to be – full of untimely wisecracks and putdowns. But Sophia is also, at times, extremely useful. Crucial, in fact. If Indy has asked someone for information or help, and has been rebuked, Sophia can sometimes perform wonders with a bit of eyelash-fluttering and a winning smile. (And okay, so it sounds sexist, but it's all tongue in cheek so it's alright as far as I'm concerned).



However, you know I mentioned earlier that *Indiana Jones And The Secret Of Atlantis* has three distinctly different storylines? Well, the one I triggered off had Indy and Sophia parting company quite early on in the proceedings. I was so annoyed! All I was trying to do was to get her into the bedroom for a bit of rumpo.







Carol's diversion tactics may have worked: but we'll never know because our PC mouse is so crap it tends to jump about a bit, and as a result Indy ended up here. Oh well, USE INTERCOM. *(Oh no! Ed)*

I may sound like a Lucasfilm public relations person when I say this, but the time, effort and skill that obviously goes into these games is, well... it's more than admirable. I mean, when *Monkey Island* came out I thought: "Yes, well, they'll find it hard to better this..." But they did – with *Monkey Island 2*. Again I thought: "Well, this has got to be as good as you can get." It was like a band releasing two brilliant up-tempo singles in succession – surely the next one would be either a ballad or a duffer. *Indy And The Secret Of Atlantis* is neither a ballad nor a duffer. In other words, Lucasfilm have improved on themselves yet again.

The music is fantastic, setting the mood of all the locations expertly. And the graphics? Well, look for yourself! Let me tell you that as well as the sprite-scaling as characters move into the distance, there are arcade sections too (ballooning, camel riding, fistfights and more). What more can I say, other than the script is perfect and the whole thing has been directed like a real movie. In fact it is a proper interactive movie. Some people concentrate too much on the 'interactive' part of the term when producing interactive movies. Lucasfilm never forgets that a movie, whether interactive or not, has to first and foremost be enjoyable.

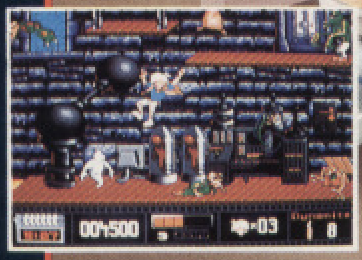
Indiana Jones And The Fate Of Atlantis is enjoyable. Just to watch someone else playing the game is 90% skill. To be in charge yourself is 100% skill! So is there a down side? Er... no.

INDIANA JONES AND THE SECRET OF ATLANTIS: published by Lucasfilm/US Gold on PC: out now; Amiga: out in September; both at £37.99

GRAPHICS 95	PLAYABILITY 95
ADDICTIVENESS 95	SOUND 95

Overall: 95

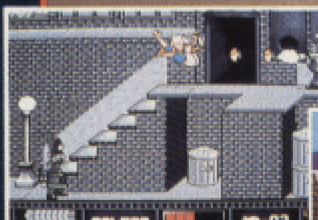


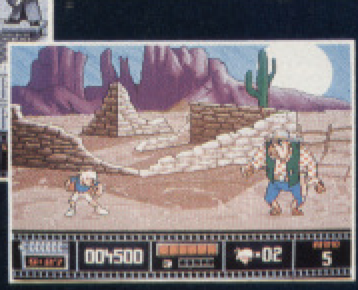


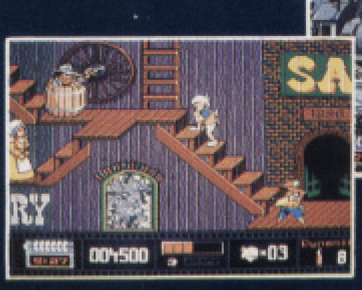


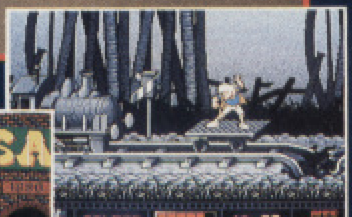
Première is an eight-way scrolling platform adventure played over six levels which are represented as different movie sets.

A young film editor has had his film stolen from his cutting room the night before the film's première. Your task is to search through the six different movie sets ranging from black and white, science fiction and horror levels through to cartoon, western and fantasy sets to retrieve the stolen canisters.









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SPORTS TALK BASEBALL





MEGA DRIVE



"Who wants a fight?" shouted PATRICK MCCARTHY (yet again) as he staggered into ZERO. "Oh, bog off," we chorused, "Shut up and play SPORTS TALK BASEBALL, you over-aggressive gitbag."

I hate good games. It's boring being nice. (While we're on the subject of things I hate, I also hate people with ginger pubic hair). (*Steady on, Patrick! Ed.*) Anyway, unfortunately for me, *Sports Talk Baseball* is a good game. Damn and blast!

It's atmosphere that makes a sports game, and *Sports Talk Baseball* has more atmosphere than a programmer's underpants. You get full, play-by-play commentary, three different and excellently-detailed 'ballparks', and the sort of non-stop crappy organ-playing that Americans seem to love (leave the pitch for a strike and it even plays *Three Blind Mice*). Of course, this wouldn't matter a toss if the gameplay was crap, but it isn't. It has good, instinctive controls and damn fine graphics.

Like in real life, you play opponents three times in a row. If you're playing a 15 game season, for example, you only play five teams. One or two minor gripes apart, it's good stuff, and especially smart as a two-player game. What minor gripes? There's no instant replay, the one-player Save Game facility is limited, and the sequence after you win the World Series is crap. Still, it's the best baseball game on the Mega Drive to date – far better than the flawed *Hardball*. Anyone into baseball will love it – and even those who aren't may well be won round.

BATTING

One nice touch is that you don't have a generic batter sprite. Hunchbacks, dwarves & other weirdos are faithfully reproduced in all their deformed glory.

FIELDING



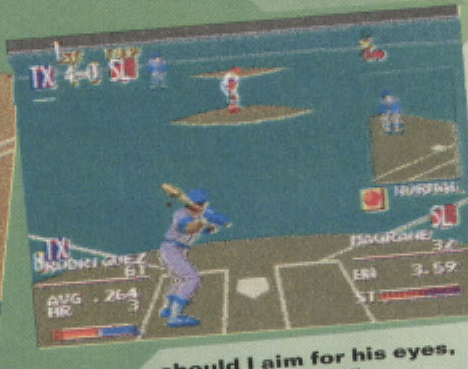
There are different ways of fielding: Manual, Auto and Fenella. With Auto, your fielder automatically fields the ball – although you can still make the player dive or jump – but you decide where to throw it. With Manual fielding, you have to position your fielder in advance as well as all the other stuff. With Fenella Fielding you just have lots of fun talking in deep voices.



Hang on, who's that spiky-haired twat on that advert?



Anyone can see this thig is square, but the thickie Yanks call it a diamond.



"Hmmm... should I aim for his eyes, his mouth or his bollocks?"

SAVED GAMES

You don't have to play 162 games in one go. (Phew, eh?) You can save the game – but only every three games. This is a bit of a pisser if you have the attention-span of a goldfish, as three games can easily take two hours. You can't save the game at all during the playoffs, which could mean having to play five or seven games in a row. The term for this is 'daunting'.



THE FOUR SEASONS
(LAH-LA-OOOH)

Pick any 'real-life' baseball team, all of whom have up-to-date statistics, and play a 15, 30, 81 or (heaven forfend) full 162-game season against the computer. (See Saved Games.) Do well enough and you'll be in the best-of-five playoffs – win that to get into the best-of-seven World Series (the modest American term for their national championships). Win the World Series and you see a truly awful end sequence – the usual game announcer appears in a party hat and sash, along with a congratulatory message. It could best be described as "low-key".

Alternatively, you can play one-off exhibition games, best-of-five games against a friend and up to six (very patient) players can compete in round-robin tournaments. Unfortunately, there's no option to play shorter games (say, five innings) in this mode.

Z

Graphics	Playability	Addictiveness	Sound	Overall
90	90	87	90	90

SPORTS TALK BASEBALL: release tba from Sega on Mega Drive, £39.99





PATRICK MCCARTHY forgot to do an introduction for CHUCK ROCK on the Mega Drive, so we just made up any old crap. It's all he ever does, anyway.

CENSORED DOODOO

In the Amiga version of *Chuck Rock*, there's this dinosaur that craps on your head as you try to get past – and you only have about a 50% chance of surviving. However, in this version, the Japs made Core remove that bit. Which is a bit of a nerve really, when you think about how they treated our brave boys in Burma.



HAVE AT THEE, SIRRAH!

Duelling was less sophisticated in those days. None of this jumping back and forth in tights and a poncey mask - you just had a four-day binge and smacked someone out with your gut.





MEGA DRIVE

Chuck Rock – what a guy. He's never taken a minute's exercise in his life, his IQ is smaller than his nostril-count and he's so uninhibited he'd scratch his testicles in a room full of nuns (and probably take his pants off to do it). This sensitive forerunner of the New Man has had his chick (the lovely Ophelia) nicked by Gary Gritter (the prehistoric equivalent of the Bishop of Galway). The fact that she would make Racquel from *Coronation Street* look intelligent and sports a bleached, shaggy perm caused by washing her hair in dinosaur wee has not deterred our Chuck, who has set out to save her. She probably owes him money or something.

Standing between him and his juice-soaked reunion with the woman he loves are countless baby dinosaurs, large bad-tempered full-grown dinosaurs, some evil pterodactyls, kamikaze hedgepigs and loads of other things that I don't recognise without my copy of *The Observer's Book of Dead Stuff*. I'm rather fond of the baby dinosaurs, actually - they look like a cross between Maggie Simpson and a jelly-baby. That didn't stop me stomping their faces, though. *(Poo-ooh! Ed.)* I said faces.



LITTLE-KNOWN EXTINCT ANIMALS



THE BURPING OWL was so called because of the deafeningly loud, disgustingly smelly burps constantly produced by the male. Unfortunately, the fastidious females of the species found the habit revolting and refused to mate. The last Burping Owl was gored to death by a mammoth who thought the owl was taking the piss out of his eating habits.



THE LLOYD-WEBBER TOAD holds the world record for rapidity of extinction of a species, due to the hideous features of the offspring, which caused their parents to stamp them to death. The parents then committed suicide. The species evolved at 4.17pm on Tuesday 3rd March, 15,789 BC and was extinct by the following Saturday. Good job too.

GOOOAAAL!



Chuck displays the footballing skills that endeared him to millions of prehistoric football fans the world over. His jutting stomach and total lack of intelligence have caused many to compare him (favourably) to Paul Gascoigne.





SO WHAT DOES IT LOOKS LIKE, FATSO?

You can see what it looks like, and that's enough of your lip! It looks very nice. The main sprite is big, the baddies and backgrounds look fine and the music is great. The whole thing is animated in a humorous way – right down to Chuck's scratching his intimate parts or yawning if you leave him standing around for too long. But, of course, we've all seen games that look good but don't play, er... good before, haven't we?



SIZE ISN'T EVERYTHING

Actually, no matter what anyone tells you – it is. And it's as important in *Chuck Rock* as it is in real life. Pick up a small rock and it hardly affects your speed at all and you can lob the rock quite a long way. Pick up a heavy rock, however, and you move a lot more slowly and can't throw it as far. Unfortunately the heavier rocks don't splatter the baddies into the ground or anything like that.







TAKE THAT, YOU BOULDER!

Alternatively you could just pick up a large mineral deposit and smash your foe over the head with it.



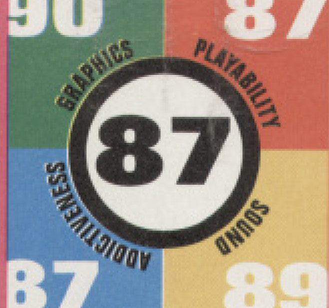
HOW DOES IT PLAY THEN, YOU OLD GIT?

Goodness me, you youngsters certainly have a lot to learn from Mr Manners, don't you? Well... the belly-butt in the Mega Drive version works so much better than on the Master System. In the MS game there's a slight delay between pressing the button and the butt taking effect that causes many a howl of anguish, but there's no problem at all with the MD. Whack the button and you whack the enemy - it's as simple as that. The rock-chucking option is also vastly superior, with no problems at all picking the rocks up - there's far too much fiddling about in the MS version, but none at all here. Collision detection, if anything, is slightly generous in your favour, which is fine by me.









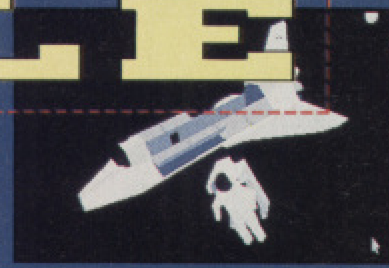
C*huck Rock* is great fun. Once you get past the relatively staid first level, it's manic action and manic music all the way. It has lovely 'interaction' (thanks, Martin) kissable cartoon sound effects, huggable music and positively snoggable playability. We all fancy the pants off him. *(I don't. Amaya.)* Well, except Amaya then.

These days, when poorly-skilled programmers boast about driving around in a fast car with a bottle of Jack Daniels inside them (which particular orifice they recommend is not made clear, but I have my own theories), it's nice to see some of them are actually earning their millions by producing quality games like this. It wouldn't be first on my choice of Mega Drive platform games to buy at the moment, but it would be in the top three, and I'm a tight bast.

CHUCK ROCK: Out in August from Virgin on Mega Drive, £tba



SHUTTLE





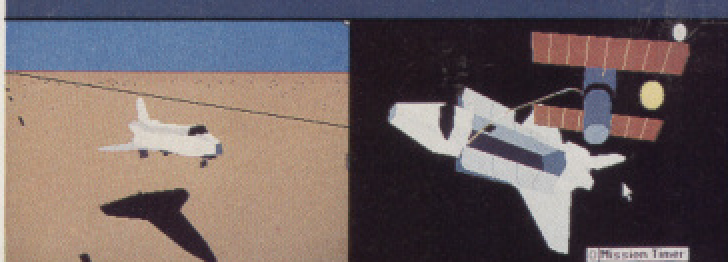
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Virgin GAMES

ROBIN HOOD prince of thieves

MARTIN POND prepared himself to play Mindscape's ROBIN HOOD by frolicking through a forest in some green tights. A week later, we received his review from the Nottingham Institution For The Criminally Insane.



Robin Hood (circled) gets into a bit of pig-worrying.

NES

References to Robin Hood date back to 14th century pop songs. The stories of how the nasty old Sheriff of Nott imposed tax laws which placed anyone with more than two chickens to their name in the upper income bracket, of how the sheriff's jackbooted cronies would drop in on the peasants, plunder their houses and ravish their livestock. And how Robin Hood gathered together some like-minded, sticky-fingered pals in leafy Sherwood and began to redistribute the wealth by mugging any rich toffs who tried to pass through the forest.


Melée mode – the Merry Men spoiling for a scrap.

The point and click interface works very well indeed. Pop-up menus let you interact with objects and people, and also give you access to the character stats screen. Here you can select any of your party, move stuff between their packs, feed them and dress their wounds – its a doddle.

As well as being an excellent RPG, the game also has some smart arcadey bits. There's a nifty steeplechase sequence when you find a horse, and every so often the action goes into melée mode – your merry band and all the baddies start rucking and you can select which of your men you wish to control –fab! Sometimes Robin gets involved in a one-on-one duel, and the game changes to a side-view beat 'em up. Its a bit limited, but you still can't help but cry out "ha-HA!" in your most devil-may-care Errol Flynn voice.

On the down side, there are two continues per game, but otherwise you have to start each campaign from scratch and go through all the snorey bits again and again. Still, it's swashbuckling good fun,so slip into something green and give it a go. Z

This game is based on the *Prince Of Thieves* film, and follows the plot very closely. Obviously there's no soppy Bryan Adams though, and the hero isn't portrayed as a tubby hippy with an American accent and a visible pantie-line under his tights either. But, like the film, it starts off with Robin waking up in an Arab prison with a murderous hangover, during one of those 'English beer-boys abroad' holidays. He meets the irritatingly nice Azeem, they fall in love and return to merry Olde England to save the kids from massive taxation. Alas, when Robin gets back to his ancestral pad he finds that the Sheriff's men have paid a visit and nailed Hood Snr up like some nasty wall hanging. No wonder Robin vows revenge.

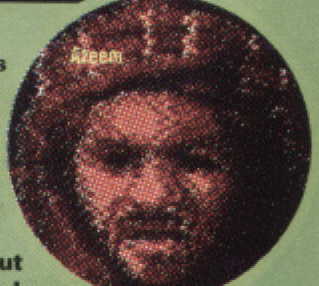

Oi! Stick yer flamin' arrow in someone else's face, pal!

ROBIN HOOD - PRINCE OF THIEVES: out in October from Mindscape on NES, price Tba.

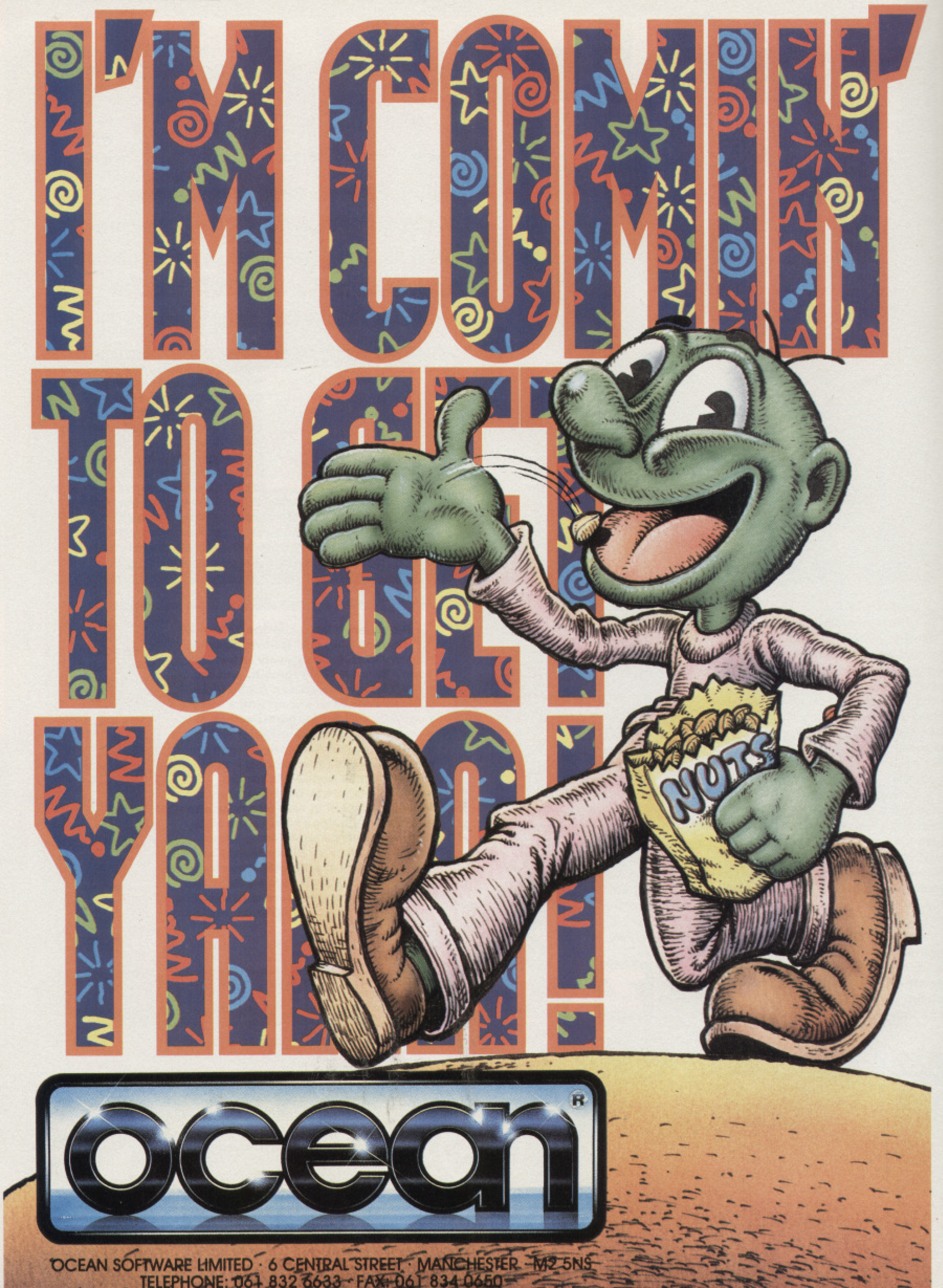

This is no time to do the Hokey-Cokey, Robin!

GRAPHICS	PLAYABILITY	ADDICTIVENESS	SOUND	OVERALL
87	88	88	76	85

THE MERRY MEN


Azeem

But what was it really like being a Merry Man? All blokes together, kipping under the stars, sitting around camp fires talking about ale and wenches, slapping one another's firm thighs, Will Scarlet organising 'nobbly knees' contests to keep everyone merry... it sounds ace, doesn't it? But it wasn't all fun times and riding through the glen – all those spiders and bugs, and nowhere to plug in a hair-dryer – it was barbaric, man.


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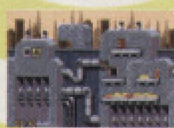
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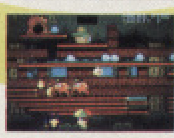
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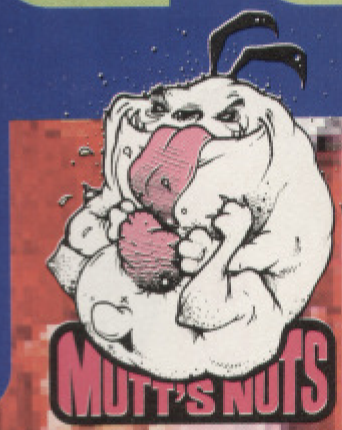
SUPER NES

super probotec

Kill! Murder! Death! Massacre! Kill! Chop! Slash! Yes, it's rabid psycho-ninja DAVID MCCANDLESS on the rampage again, blasting his way through Konami's newie, SUPER PROBOTECTOR.



The plot for this game is not important. Tell me, who looks back at the 'scenario' after a single game? Who stops mid-game and says, "Why am I slaughtering these countless thousands of aliens?" Exactly. No one needs a plot about dedication, motivation and salvation. All you need to know are three words: death, murder and scrolling shoot 'em up. They should give you the basic gist of Super Probotector.



THE PLACE

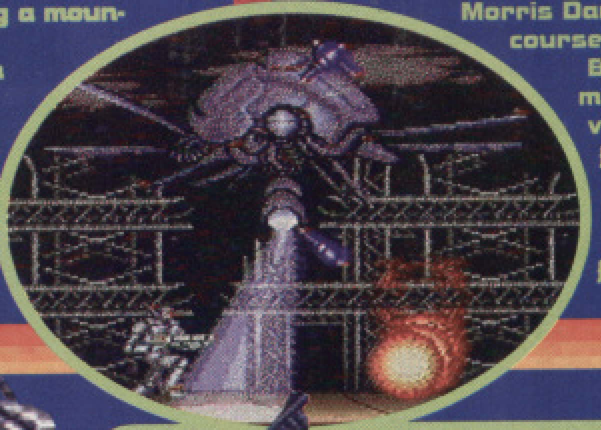
It's a nightmare, basically. A smashed city, full of androids, aliens, tanks, robot gun turrets, burning gas leaks, mutants, and that's just level one. Then you've got the ghost highway to look forward to, and level three's no better – a robot factory, infested with gun turrets and harpies. The section after that has you straddling a jet bike and rocketing along a mountain range while robots and jetpackers give you gyp from the air. It's all go, I can tell ya. If you want to penetrate any of the later levels, you have to kick the large green mutant arse of the end of level muthas.

THE MUTHAS

The first boss-bast is the Blue Peter tortoise up close (not a pretty sight, as Annette 'Animal Lover' Fielding will tell you). It needs to be taught a lesson in personal hygiene – it's got a massive, throbbing zit for a heart and flies coming out of its backside.

Complete level two and you have a go at the spider/ameoba thing. It – like the son of a bitch it is – jumps down on you from scary heights and spins frighteningly in all directions. When I said "frighteningly", I exaggerated. Anything that spins is, of course, a Morris Dancer. Anything that is a Morris Dancer is, of course, noncey.

Between these obligatory brickhouses are mini-monsters: tanks, small laser emplacements, volcanoes etc. These allow you to hone your firing, jumping (and dying) skills before The Big One at the end. The best things is that once you've got the knack you can more or less deck them each game. So that means you can get further and further!





THE PROBOTECTORS

Meet Hank and Hankier – the Super Probotectors. They're mean. They make the American Gladiators – especially Zap – look like a pack of trainspotting shandy-drinkers playing badminton on a bouncy castle. When the Probotectors were born, the nurses around the birth were put off noodles for life.

You must understand, the Probotectors don't walk anywhere – they somersault in the general direction of where they want to go. They don't climb stairs – they jump up them, firing plasma bolts in all directions. They wish they had big penises – but the guns will have to do. Mind you, take a gander at the Probotector's landscape and you'll see exactly why they have to be so ninjascopic.

tor

THE GUNS

Check out this hardware, man. Just shoot the occasional flying robot and you'll be able to use the weapon it drops. And the armaments on offer are...



HOMING GUN

Ultra-fast swarms of fire and surface-to-everything missiles. Useful in tight squeezes and at Christmas when the whole house is swamped with goddamn relatives.

BARRIER SHIELD

Lovely kaleidoscopic shield which goes well with Hank's blue muscle vest and matching white socks. A must for all volcanic eruptions and those darling end of level beasties.

LASER GUN

Slow firing but cuts swathes through aliens and scenery alike. Also makes a satisfying Star Wars 'Zzzswu' sound.



FIRE GUN

Multi-directional flame-throwing. Turns the androids into kindling, aliens into cinders and the cast of London's Burning into a smouldering great pile of bubbling meat.

CRUSH GUN

Explosively-charged torpedoes. Wreak havoc with the environment. But when there's a war on – to hell with the environment!

SPREAD GUN

Lovely jubbly. Fires red bowling balls over a vast expanse of screen. Useful for muthas but considered 'cheating' by real ninja gamesplayers.

THE PROBOTECTORS' QUIZ

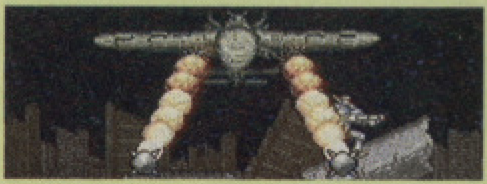
[Jolly theme tune. Applause.]
Goodevening, ladies and gentlemen, and welcome to The Probotectors' Quiz, where we ask the two Probos present various questions of taxing and devious design....



Q: First puzzle. There is a car in my way. Behind it are androids and alien filth. They are throwing grenades at you. What do you do?
A: Kill! Murder! Death! Massacre! Kill! Chop! Slash!
Q: Correct.



Q: Number two. Marksmen androids are leaping out the windows of Jim's Café. A rabid dog stands poised to leap at you. What do you do?
A: Tear the dog's head off. Feed it to the marksmen. Kill everything.
Q: Very good. Correct



Q: Three. That rogue plane on the screen has just napalmed the entire level, setting it on fire. What is your course of action?
A: Shoot the plane. Eat the napalm. Kill every first-born son. And chop. And slash. And kill.



Q: Numero quatro. This annoying spud has come at you with a tank. What have you got to say to him?
A: Kill! Murder! Burn! Pillage! Death! Chop! Slice! Dice! Then nuke him, just to be safe.
Q: Exactly right.



Q: Five. A rather angry mutant tortoise is attacking you, spitting flies and slugs. What are your tactics?
A: Kill! Murder! Slash the tortoise. Cook it at a medium heat. Serve hot with peas and apple sauce.
Q: Well done. Five out of five.

VIEW FROM ABOVE

On the second level everything changes. A blasted highway, viewed from above, is the setting. Rotating and getting shot in the back are the order of the day. There are five emplacements in the maze to be nuked before you can escape. One problem: lots of androids about. Well, two problems: lots of mines as well. Actually, try three: collapsing booby-trapped floors. No, really four: snake-monsters as well. Sheesh!

THE VERDICT

It's the first game I've played that actually tells the Super NES to sit down, shut up and be an arcade machine. Everything about this game speaks coin-op quality. The graphics are excellent and at times you even say "Wow!" at the animation. The sound is just as good: the gun noises make you feel as if your firing them, the lava sounds like lava above the explosions and death cries. The scrolling is faultless. The gameplay is hectic and challenging. You get five credits and a million bullets. Pure heaven!

Graphics	94
Playability	92
Addictiveness	92
Sound	93
Overall	92

Z

SUPER PROBOTECTOR: out in September from Konami on Super NES, price £tba

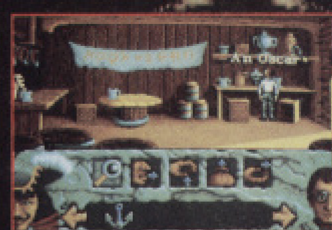
HOOK™

PETER PAN has now grown up, far away from NEVERLAND, but his old enemy CAPTAIN HOOK has not forgotten and schemes his revenge.

Kidnapping Peter's children, he lures our hero back to the Island of PIRATES and "LOST BOYS" for a final confrontation.

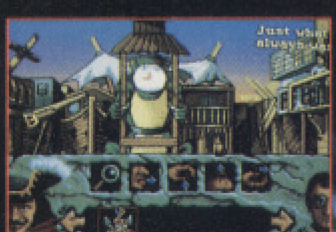
With the help of TINKERBELL the faithful fairy, you take on the role of PETER in this magic adventure fraught with danger and excitement.









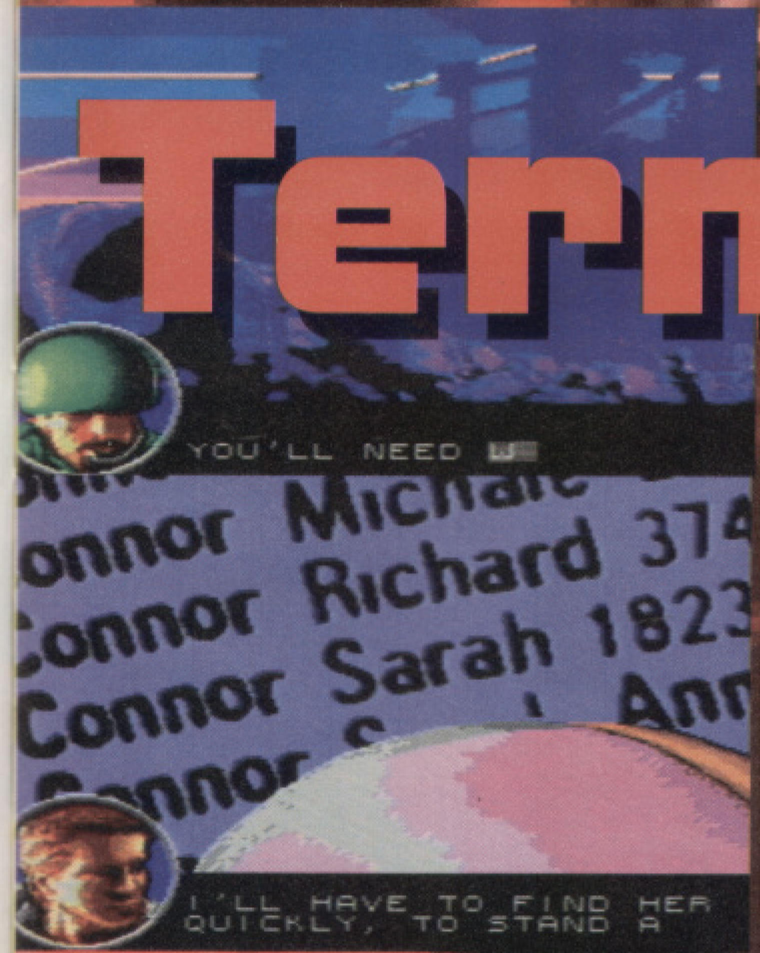


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Terminator



Schwarzennegger? PATRICK MCCARTHY reckons he could take him apart with both hands tied behind his back (Arnold's hands, that is). But what's that got to do with TERMINATOR on the Master System? Erm... not much, actually.



MASTER SYSTEM

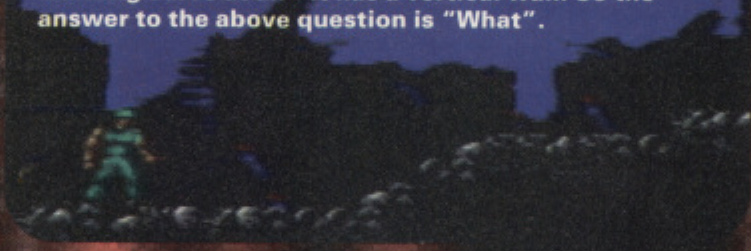
Is there anybody out there who doesn't know the plot of *The Terminator*? Oh God – there's always one. Alright then, here we go again. Young Billy Williams is a very lucky lad indeed. His eccentric inventor of a grandfather has made him his very own Sherilyn Fenn android to do whatever he pleases with. Now he's the envy of all his friends, and is constantly getting into android and sexual malpractice-related japes. The first film that was made about young Billy Williams was a cult smash in the cinema world, and ended with the famous catch phrase, spoken by the panting Sherilyn Fenn android to young Billy: "Oil me back."

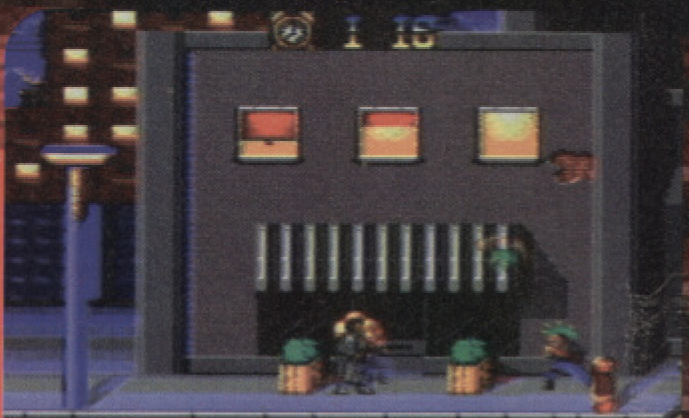
TERMINATOR: out in August from Virgin on Master System, price £tba

Graphics	Playability	Addictiveness	Sound	Overall
82	80	80	75	80

CURVACEOUS OR WHAT?

People often talk about 'learning curves' when discussing computer games. A gentle learning curve lets you find out how to deal with baddies or traps a bit at a time – there'll be an easy version to start with, and a harder one later on in the game. A sharp learning curve means you either pick things up pretty quickly or you die pretty quickly. *Terminator* doesn't have a learning curve at all – it has a vertical wall. So the answer to the above question is "What".





EL POINT OF EL GAMO

You are young Billy Williams, and you have to fight your way through 96 levels of jealous friends in order to be first in the queue to coax the Sherilyn Fenn android to fruition. They don't care how they stop you either – it's going to be pretty rough out there. (*You're making this up. Ed.*) Well, let's face it – if you haven't seen the film by now, you're not interested in it... and if you have, you'll know the plot.

WHAT ARE YOU ON ABOUT?

Neoprene. It's a fine material, neoprene, and using it effectively will get you far further in life than all that natural fibre nonsense. Actually, what am I on about? Oh yes – *Terminator* is a good, old-fashioned tricky game. It's hard work from the word go. Duck when you throw your bombs at the baddies and they'll duck too... and shoot you. Stand up and throw your bombs, then duck to avoid being shot, and someone behind you will duck and shoot you. Try legging it through the screens and they'll out-run you, and if you jump over them they'll be standing where you land. It all makes for addictive stuff, but be warned – it's dashed hard work. The graphics are okay, but nothing to wet your pants over, and the sound is workmanlike without being outstanding. But the gameplay is infuriatingly tricky and poses a genuine challenge. Don't buy it if you don't like playing something again and again until you get it right.



eter

Bonjour, mes petits choux buns. Will Infogrames' new graphic adventure take the crown from the classic *Monkey Island 2*? AMAYA LOPEZ got all set to be rude about the French, only to discover that ETERNAM is a stunna. Is this the start of a new affair?

PEECEE

I have to confess that I was totally besotted with *Monkey Island 2*. It was such a handsome graphic adventure, and no other title came close. Er... until now, that is. You see, I've been rather unfaithful (hem, hem). I'd better tell you the lurid tale...

Well, I was young and impressionable when Lucasfilm's dashing adventure came along – and I was swept off my feet. Then this tall, dark, foreign geezer came along – *Eternam*. It's a French game, it's a bit of a joker, it looks really attractive and it tells a fab story.

Eternam is set in the far-distant future and plonks you in the role of right-wing lawman Don Jonz. Don wins himself a break – a week's holiday in the rather smart Eternam theme park. The islands of the planet Eternam have been populated by synthetic androids, and each is themed to a different time period. Could be the ideal vacation location, really – if it wasn't for the fact that your arch enemy Mikhael Nuke has taken over the park and has lured you into a fiendish trap. It could be curtains for you (and Eternam) if you don't succeed in working your way round, from island to island, solving problems until your final confrontation with Nuke himself.

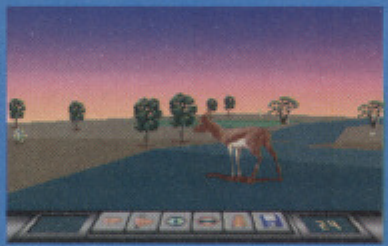


CAUDA
Your starting point is the medieval island of Cauda. The Duke will put you through a ruthless ordeal to test your worthiness. Survive and you'll be given a quest to undertake.

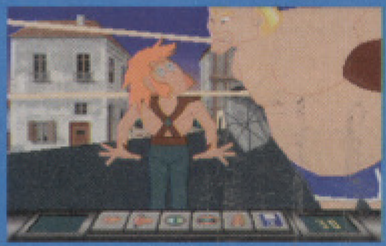
PAW
This island is quite small in terms of locations. The main area is a pyramid where you'll have to figure out various fiendish Indiana Jones-style traps. It's cool.

STOMACHUS
Suddenly we're into the space age with this island. It's very hi-tech, and you'll need to be pretty brainy to get in. Two university robots will greet you and make you take an entrance exam – this could be a good time to dig out an encyclopaedia.

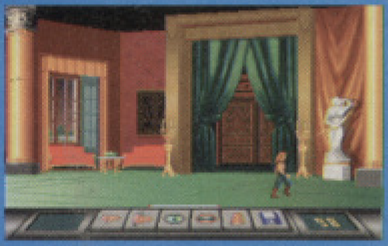
THREE FOR THE PRICE OF ONE



Eternam features some top graphics and there are three different styles. For outside travel you'll get this smooth 3D scroller. You can move in any direction and there are hills too. Watch out for deep water, and the nasties that'll attack you. Shoot 'em with your Fire spell.



Meet a character and you'll be treated to a fab close-up cartoon-style animation. Most of these you'll just get to sit and watch, but there are some you can actually interact with. The animation is very reminiscent of Don Bluth's *Space Ace* and the like.



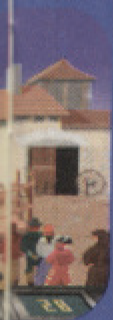
The main part of the game is played out in traditional adventuring psuedo-3D style à la Sierra or Lucasfilm titles. The scaling isn't quite spot on, but the graphics are really superb and imaginative. Check out the detail – the reflection in that mirror, for example.

LAUGH? I NEARLY DIED

Many French games fall down in the translation department. *Eternam* has not only been well translated, but also benefits from a humorous, distinctly European storyline. There's no schloppy Sierra sentimentality or Lucasfilm 'Oooh, it was all a dream!'shandiness here. *Eternam* is definitely the best game I've seen from Infogrames. Coded by the guys responsible for *Drakkhen*, it's right up there with the *Monkey Islands* as a top graphic adventure. Hurrah!



rnam



DORSALIS
The second island has a French Revolution theme. Its capital is Middleville. If you're not careful, you could end up with a hot date with Madame La Guillotine. Er... so don't lose your head.





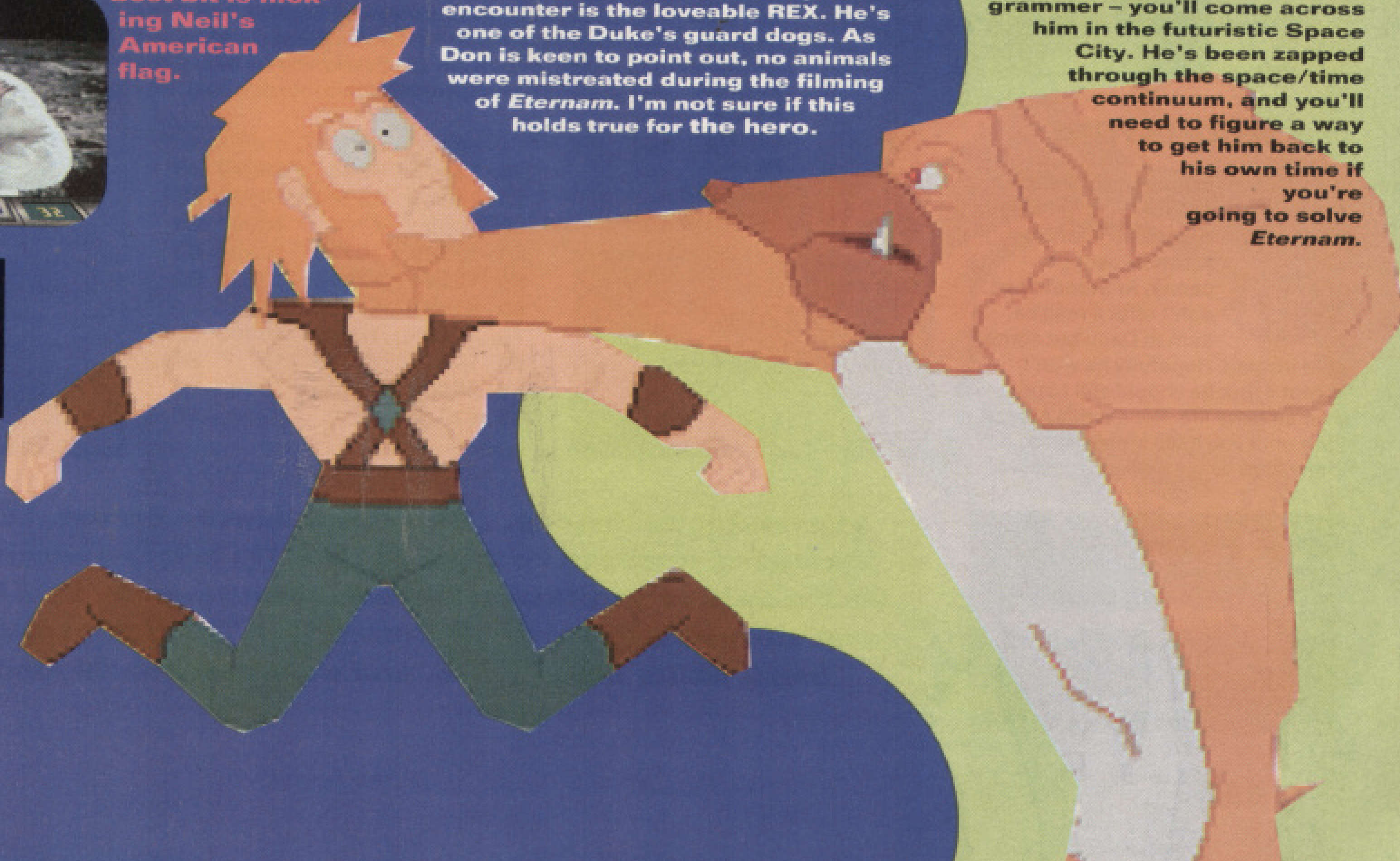
SHOULDA
Things heat up a bit here. Eternam used to be inhabited by the Dragoons, until the theme park company moved in. Now they're all poked onto this island and they ain't amused. All it takes is one Mikhael Nuke to stir things up and this island becomes a no go zone.



THE MOON
Er... don't ask me how, but you'll also get to visit the moon in 1969, just in time to witness Neil Armstrong taking his 'one giant step'. The graphics here are simply superb, but by far the best bit is nicking Neil's American flag.



One of the first characters you'll encounter is the loveable REX. He's one of the Duke's guard dogs. As Don is keen to point out, no animals were mistreated during the filming of *Eternam*. I'm not sure if this holds true for the hero.



the eternam bunch



TRACY is Don's accomplice. She'll pop up every now and then and offer advice. She's actually a digitised animation of a top French model (and, coincidentally, attached to some top Infogrames bod – shock).



This is **MARIANNE**, and she's one revolutionary babe; you'll find her on the second island. You may find it useful to give her something, relatively speaking. *(Hint, hint. Ed.)*



Two of the game-creators manage to get in on the act. **LORAN** is a programmer – you'll come across him in the futuristic Space City. He's been zapped through the space/time continuum, and you'll need to figure a way to get him back to his own time if you're going to solve *Eternam*.

ETERNAM: out now from Infogrames on PC, £35.99.





It's lift-off time again for ZERO's new tips section! This month it's fully loaded with more problem-solving stuff than Thunderbird 2's Rescue Pod: check out The Balance Of Power, the excellent SUPER MARIO WORLD map and hints, part two of your Pull-Out A-Z Of Tips Booklet and good ol' MIKE GERRARD's Adventure Tipbits. F.A.B.

CAPTAIN PLANET

AMIGA / ST

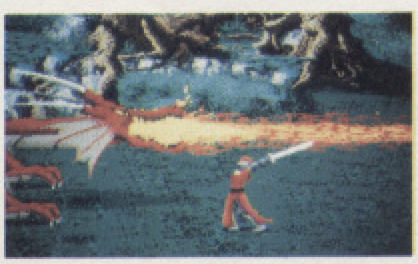
CHRIS HUGHES is a desperate beggar: "Please, please, please will you print this cheat for *Captain Planet*?" Okay, Chris – anything to oblige. All you do is enter your name as CAAA on the hi-score table and infinite continues will be yours! In case that doesn't work there is, of course, the old *Captive* cheat – insert a copy of *Captive* on the level selection screen and replace *Planet* on the disk error. The cheat mode will then be activated.



MOONSTONE

AMIGA / ST

In the eyes of RICHY NEWELL, it's quite possible to up your lives without costing a penny. At Stonehenge, don't offer a magical item to Danu but some gold instead. Hopefully he won't accept it, but he should still hand over an extra life. Repeat this procedure until you have amassed as many lives as you feel you deserve.



EPIC

AMIGA / ST

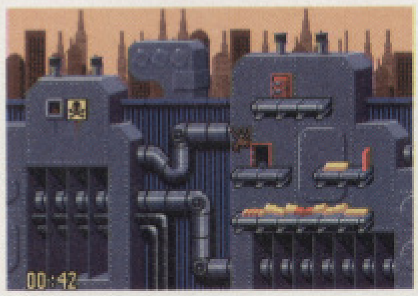
Some people will do anything to get their name in print – attempt ridiculous world records simply for a sentence in the *Guinness Book Of Records*, commit horrific crimes merely for a mention in the newspapers, or spend four solid days beating Ocean's masterpiece *Epic* just to see their name in a totally smaaart computer magazine. ALAN TILLYARD chose the hardest option and sent in the codes to prove it.



MISSION	CODE
2	AURIGA
3	CEPHEUS
4	APUS
5	MUSCA
6	PYXIS
7	CETUS
8	FORNAX
9	CAELUM
10	CORVUS



PUSHOVER



AMIGA / ST

Quite an odd game, this. A kind of *Lemmings* but with dominoes, a seemingly irrelevant tie-in with Smith's Quavers, and passwords, passwords, passwords! Here, then, is a selection of passwords to help you through its ample 100 levels. (We're not quite sure how they work though, but this was how they appeared on a mysterious, scrunged-up, photo-copied sheet which we found floating amongst this month's tips).

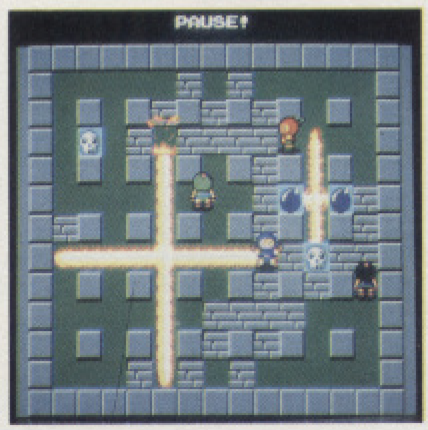
1	4096	512	4096	1
10	28673	7680	28673	10
20	24578	15360	24578	20
30	4099	8704	4099	30
40	16389	30720	16389	40
50	12294	22016	12294	50
60	8199	17408	8199	60
70	20488	18945	20488	70
80	10	28673	10	80
90	28683	28161	28683	90
99	8204	9217	8204	99

DYNABLASTER

AMIGA

And a selection of passwords is all we (well, MICHAEL THOMSEN from DENMARK) can offer to help you through the levels of *Dynablaster* as well. It looks like this month has turned out as more of a password month in the International Rescue department we're afraid. Still, you wouldn't really want to cheat in this game anyway (would you?), so codes would certainly be the most useful thing to have. So, er... here they are...

LEVEL	CODE
1.8	UAYKOJEP
2.8	MUVEESCG
3.8	UANVGPEP
4.8	MUKCMNEG
5.8	UAYVLHPP
6.8	UAHKBMZP
7.8	UARKIMGZ
8.8	UKVOEOVL



International Rescue, ZERO, 19 Bolsover Street, London W1P 7HJ is the address to send all your tip-related tackle towards – be it a map or solution, a tip, something for the Mad Or What column or even a question or answer for The Balance of Power – so send, send, send. F.A.B. and over and out 'til next month.

THE BALANCE OF POWER

It's all-out Armageddon here at ZERO as the forces of evil try to outwit the forces of good in the outer-spaciest game-snag-solving clinic in the galaxy. The evil Hood, on one side, throws YOUR gamesnags at do-gooder Brains on the other. The International Rescue Engineer attempts to answer what he can, as well as last month's problems, but he's relying on YOU to help him solve The Hood's posers. As you can see from The Hood's domimnation of the page, Brains needs all the help he can get, so if you're feeling in a goodie-goodie mood, bail him out with some answers. Alternatively, if you're a bit of an evil bast, send in more gamesnags to confound the hapless speccy twat. So get scribbling and prolong the struggle between good and evil – you'll receive a prize if your entry is printed.



Q1: My evil friend JAMES SOMEONE is stuck right at the beginning of *Operation Stealth*, having only collected the passport and the baggage. Reckon you can solve that one, Brains?

A1: Tsk! Of c-c-c-c-course I c-c-can. Walk to the toilets, OPERATE the shaver and you should reveal a c-c-cable. USE this on the socket and a message should play, pointing out quite b-b-b-b-blatantly what needs to be done next in the game (in which you will, incidentally, need that false passport).

YOU CAN CATCH THUNDERBIRDS ON BBC 2, EVERY FRIDAY EVENING AT 6PM. BIG SNOGS TO AUNTIE BEEB FOR LOANING US THE PICS. F.A.B.

Q2: Humph. Get this one then, four-eyes! "My name's DAVID WATERS, and what I want to know is, have you got a cheat for *Shadow Of The Beast* I?"





A2: Actually I have. H-H-H-H-Hold down both the left mouse button and the fire b-b-b-button on the joystick as soon as the final intro screen appears. Infy lives should then be yours! S-S-S-S-So there!

Q3: Curses! THOMAS N THOMAIDIS's snag will catch you out, though: "I have got a problem. Not a pervy problem mind you (although if it was dressed up in skin-tight, studded leather underpants and wielding a nasty-looking whip then it probably would be), but merely a *Lemmings*-related problem. How the smeg do you get pass Mayhem level 20 on the PC?"

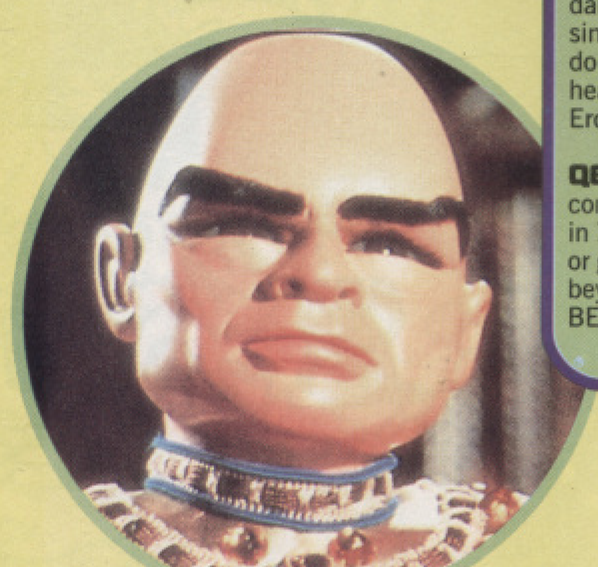
A3: S-S-S-S-Simple! Don't b-b-b-bother – skip to level 21 instead (the code is IFANLMDPIN).

Okay, Mr Clever-Panties. Bet you can't help with these...

Q4: "Help! On *Treasure Island Dizzy*, how the @*&% do you get the key for the boat, what the & ^!% do you do with the bible, and I'll be ú$%ed if I can work out what the ?*&ing axe and magic stone is for. I (MATT ECCLES) am in desperate need of some help."

Q5: "I'm having so much trouble with *Space Quest I* from Sierra that I'm on the verge of locking myself in a darkened room and repeatedly playing Jason Donovan singles out of sheer frustration. Just tell me this – what do you say when the droid asks: "What sector shall I head for? Yours Frantically, A Stuffed Parsnip, Erdington."

Q6: "Er, how do I escape from the Eagle Temple (once completed) in *Voodoo Nightmare*, how do I save a game in *The Kult*, and why can't I build a ninth space station or get my scientists to invent more powerful weapons beyond this point in *Deuteros*? I'm ADRIAN BERNASCONE, by the way."





You're right there, Hood – I c-c-c-can't. But can YOU, readers? If so, write in and you could win a prize!


SUPER MA
VANILLA DOME
3
DONUT PLAINS
2
1
6
YOSHI'S ISLAND
Symbol of Item
Super mushroom
Fire Flower
Feather
Starman
Roulette Block
1-UP mushroom
Vine
10-coin Block
P-Switch
Key
Power balloon
Yoshi's Egg
Yoshi's wings


RIO WORLD
4
TWIN BRIDGES
STARWORLD
5
FOREST OF ILLUSION
BOWSER
7
VALLEY OF BOWSER
CHOCOLATE ISLAND



SUPER MARIO WORLD

SUPER NES

Probably the best game ever on Nintendo's brand spanking new Super NES has been selling like hot cakes – according to Nintendo's PR bods, the company has shifted 100,000 of the blighters in the first two months! Since Super Mario World comes packaged with the saucy 16-Bit lovely, this means rather a lot of you have been getting to grips with the fourth Mario instalment. So here's some super secret Mario advice to help you out.



THE SPECIAL ZONE

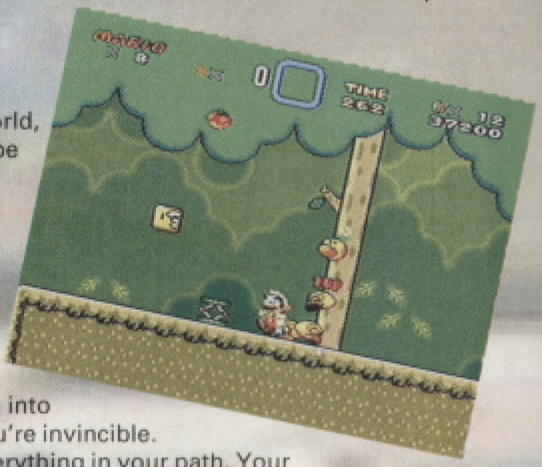
The toughest area in *Super Mario World* is undoubtedly the Special Zone. When you defeat the final Special World (Funky) level, you'll change the entire game graphics! Although the worlds themselves remain the same, the colour scheme to Dinosaur Land changes from green to brown and all the enemy graphics change their appearance. Some will even change their names! If you then go on to beat the whole game, you'll see which enemies have changed when you get the ending reward sequence!



TEN MILLION POINTS!

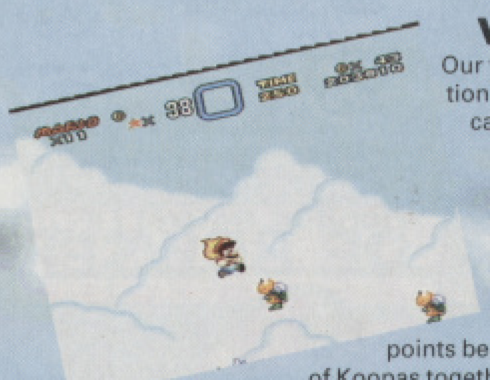
Fancy ten million points!? Course you do! After you've found all 96 goals in *Super Mario World*, what else is there to do? The highest number of points that'll register is 9,999,990, which you could acquire in the normal way – playing through the levels over and over, but it'll take you sev-eral days! Instead, why not check out this wild ZERO tipette. You must have the cape to do it, mind.

Romp to the Forest Of Illusion 1 and go to the bit with the Koopas and the Wigglers on the logs. Now jump into the air, using the cape to float down and hit a Wiggler. For this you'll score 100 points. Now steer in the air to hit another Wiggler from above (don't touch the ground!) – 200 points. Continue to hit the Wigglers and the score will increase each time. If there aren't any yellow Wigglers left, you'll have to float off-screen (to reset them), then back on to hit a new yellow one. As you continue to hit the Wigglers, the score will increase – you'll get a 1-Up, then a 2-Up, then a 3-Up! Then your scores will turn into gibberish and then you'll score mental points and rack up tons of extra lives!



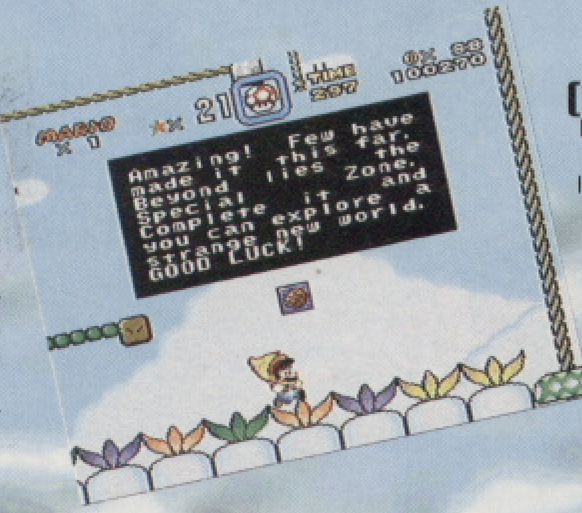
FOREST OF ILLUSION 1

Once you've completed this world, restart it, break the mid-way tape and exit by pressing Start then Select. Now enter the world again (you'll start on the left of the mid-way gate) then turn to the right. Find the Power-Up Block, wait for it to turn into a feather, then leap up and headbutt it. The power-up will fly out of the block and turn into a Super Star – grab this and you're invincible. Now run to the right and hit everything in your path. Your main targets are the Wigglers, 'cos they'll give you 2-Ups when you hit them. From the six Wigglers you'll hit (if you run fast enough) and the assorted Koopas, you should accumulate a stomping 15 lives or more!



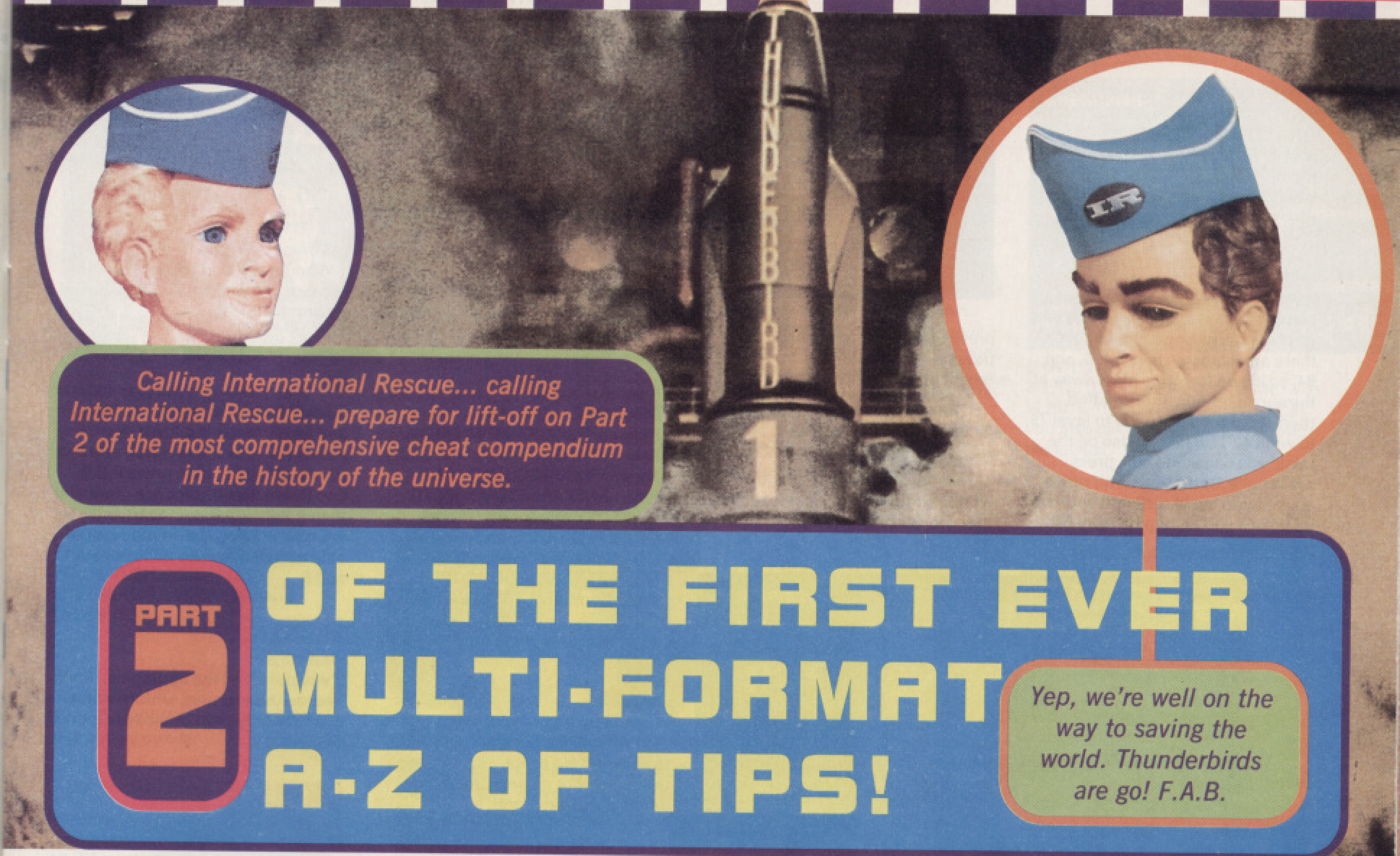
VANILLA SECRET 2

Our first port of call is this sneaky location in the Vanilla Dome. You'll need a cape to perform this 'extra life' trick. The first half of the world is filled with Koopas, so what you need to do is leap into the air and float down onto a Koopa. When you bounce into the air, hit another Koopa on the way down and keep repeating this process until the points become 1-Ups. If you corner a bunch of Koopas together, they'll keep climbing into their shells and you can keep clobbering them for loads of lives. Smaaart!



AWESOME (SPECIAL ZONE)

Probably the hardest area to return to in search of extra lives, but hey!? – when has a ZERO reader turned down a challenge? Use the same trick to grab the Super Star out of the Power-Up Block, then start going to the right, taking out all the fish as they hippity-hop out of the water. They'll soon turn into 1-Ups and be ripe for collection. Hurrah!



Calling International Rescue... calling International Rescue... prepare for lift-off on Part 2 of the most comprehensive cheat compendium in the history of the universe.

PART 2 OF THE FIRST EVER MULTI-FORMAT A-Z OF TIPS!

Yep, we're well on the way to saving the world. Thunderbirds are go! F.A.B.



G is for GORDON TRACY, aquanaut in charge of Thunderbird 4.

GAIN GROUND

Master System

On the title screen, hold down Up, 1 and 2 for a few seconds until the Special Mode setting pops up. Now you can select levels and stages and have 10 team members.

GAIN GROUND

Mega Drive

On the options screen, select level and then press A, C, B and C. You should now be able to select the level you want.

GAIARES

Mega Drive

To upgrade your ship with some dead smart weaponry, simply fire out your TOZ unit thingie six times before you kill anything! Furthermore, if you're having trouble defeating the troublesome geezer at the end of the game, simply position your ship in the bottom left-hand corner of the screen and your TOZ will cover the ship and then you can't be touched. Plus, if you shoot out your TOZ six times before capturing an enemy ship, you'll have the 'T-Blaster' allowing you to 'kick some butt' at will.

GAME OVER

Amiga/ST/PC

If anyone out there actually still has this game from way back when, they might like to know that the password for level two goes like this: 11423. But those cardigan-wearing PC owners better try 11334.

GALAXY FORCE II

Amiga

Type DONKEY during play. Now press F3 to skip levels.

GAME OVER 2

ST/Amiga/PC

The access code for level 2 is 11423. On the PC, it's 11334.

GANGSTER TOWN

Master System

To continue from where you died, simply shoot your hat(?)

GARGOYLE'S QUEST

Game Boy

Try some of these passwords to help you get further into the game: FFFF - FFFF, F90X - GKFN, P7IL - SZCN , KKKK - KKKK, and MAD. Alternatively, if you don't want to play the whole game (and why should you?), whack this in - NPAN - RRXY - as the code, and then input CK49 7PL8, P7IL SZCN, 8MSS EEZV, ILAQ BJ8E, DXNG CYWM, AT6X VFXG, BZK4 75A6, ICTNB BH1X, 7MRG KB56 and DYN9 QTWW. Plus! You can try these for all sorts of things. B44Y 5SI8 gets you to the first village with two Nial Talismans and five vials. T6Y5 Y5EH also gets you to the first village, but with the Gremlin Stick, Poltergeist Candle, Blockbuster Magic, three Talismans and a Vial. HRTD HKFQ furnishes you with Dragon Armour, two Talismans and a Vial. CK41 RPIM gives you the same thing, but further on. B6GG D7G5, gives you Ductile Armour, Wingpower and Blockbuster Magic, a Talisman and a Vial. 9Q7Y ITSN gives a Candle Of Darkness, three Talismans and six Vials. Finally, OQUE 5WEA takes you to the ultimate village with four Talismans and 27 Vials. If you can't be bothered with all that malarkey, just use this simple code to get yourself right to the end of the game: DYN9 QTWW

GARGOYLES QUEST

Mega Drive

These might do something for you:

Town 1: BIVF JPD 8
Town 2: 8QRC KE 4M
Town 3: 9H65 RATQ
Town 4: TOHT K2EQ
Town 5: SXX5 UBCS
Town 6: WXXD UBGR
Surprise: MAD

GATES OF ZENDECON

Lynx

Try entering codes like TRYX and ZETA, or even ANEX, NEAT, YARR,

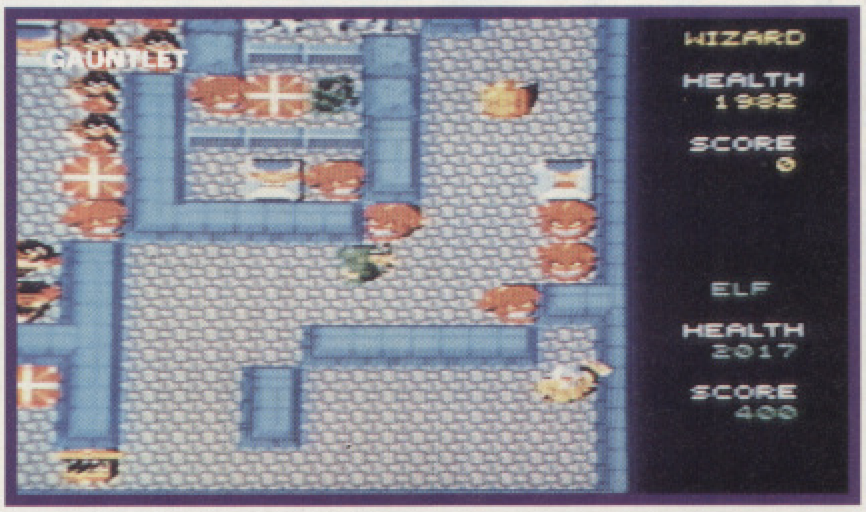
Oh Parker, how inconvenient! We missed last month's first part of the pull-out Thundertips Booklet and I fear our gamesplaying skills will suffer as a result.



EYES, STAX, NERB, TRAX, ZEBA, SEDD, SNEX, ROXY, NEXA, NEST, EBYX, ZEST, TREX, START, SSSS, NEAR, TERA, BYTE, BETA and XRAV. PLUS! NYXX, SRYX, BARE, YARB, STYX TRYX, RAZE, NYET.

GAUNTLET
NES/Lynx/Game Boy

If you get stuck, simply stay completely still for 100 units of time and all the walls will turn to exits! Plus there are warps on levels 1, 5, and 94, so it's up to you to blast away at the surroundings until you find them. Plus there's a code to level 79, to whit: 42C BB1 HZZ. Also on the Lynx, you can stand still, press option one, and if you don't move an inch you could well find yourself up where you belong on level 5.



Don't twitch a muscle and the process is repeated up to 10, 15 and 20.

GAUNTLET
Amiga/ST/PC

Spookily enough, this cheat's exactly the same as the console versions! So just stay still for 100 units to turn all the walls to exits.

GAUNTLET
Master System

Death-shooting time on this ever-popular doo-dah – make sure you shoot Death lots of times before you use magic on him. If you do this, the Death you shoot goes up in points value and so do all the others on the level. Not only that, but also this! There are treasure rooms in the two-payer mode. To make the most of them, let player one go into the exit, and player two should wait until the timer runs out. This done, the lucky sausage will find he has unlimited time to collect enormous amounts of swag.

GAUNTLET 3
Lynx

As soon as you start, don't move –



press option one to be magically transported to level five. You can repeat this up to level 20.

GAZZA 2
Amiga/ST

It's a long shot, but it might just work... shoot from the centre circle to score every time!

GEM-X
Amiga/ST

Spook! Some level codes to this puzzler! Try these: FMTOWNS, TURRICAN, X68000, BADMAN, CAMPAIGN, NETWORK, REDMOON, EXACT, INOKUMA and ZAWAS.

GG SHINOBI
Game Gear

On the title screen, press A, B and Start for a sound test.

GI JOE
NES

Codes for the game. 2: BRJJOVD8G; 3: 3ZDXX9N5X5; 4: ORBJHVD83; 5: NZD39G5X5; 6: 5ZD3NN5X5.

GOAL
NES

Codes for the World Cup final on the horizon, cap'n. Aye, Aye, Bos'n, darling.

v Algeria CTXAREZCGPLOPPEOB
v Argentina JTXAREZCGXIKLEVL
v Belgium ATXAREZCGRHFOEOB
v Brazil ITXAREXCGPIGKCMB
v Denmark ITXAREZCGVIGKWIL
v England JTXAREZCGAISKWHJ
v France ETXAREZCGAISKWHJ
v Holland QTXAREZCGWLUDUGJ
v Italy DTXAREZCGAHKLUIL
v Japan PTXAREZCGXMKLMIJ
v Poland ATXAREZCGUMJPCTD
v Spain DTXAREZCGULGKESB
v Uruguay ITXAREZCGULGKESD
v USA HTXAREZCGWHKLWEJ
v USSR ZTXAREZCGOHGDERB
v West Germany LTAREZCGTM-GOCRD

GOLF
Gameboy

Botched up that crucial birdie on the 18th with it all even and everything to play for? No probs – simply retake your shot by pressing A, B, Select and Start. Fore!

GOLDRUNNER
ST

During the game, pressing i puts you into the bonus round and O advances you a level.

GHOST BUSTERS
Master System

To start the game with more money than you can shake a merchant banker at, enter your initials as AA then key in the account number 1173468723.

GHOSTBUSTERS 2
ST/Amiga

When Activision appears on the screen, press Control, Alt, S and U for some effects.

GHOSTS 'N' GOBLINS
NES

Select levels this way. Press Right and hold, then B,B,B, then Up. Hands off, now press B,B,B, and Left. Hands off again, then press B,B,B, and Down. Hands off once more and then finally B,B,B, and Start and you are now in Level Select mode, operable by judicious use of buttons A and B.

GHOST HOUSE
Master System

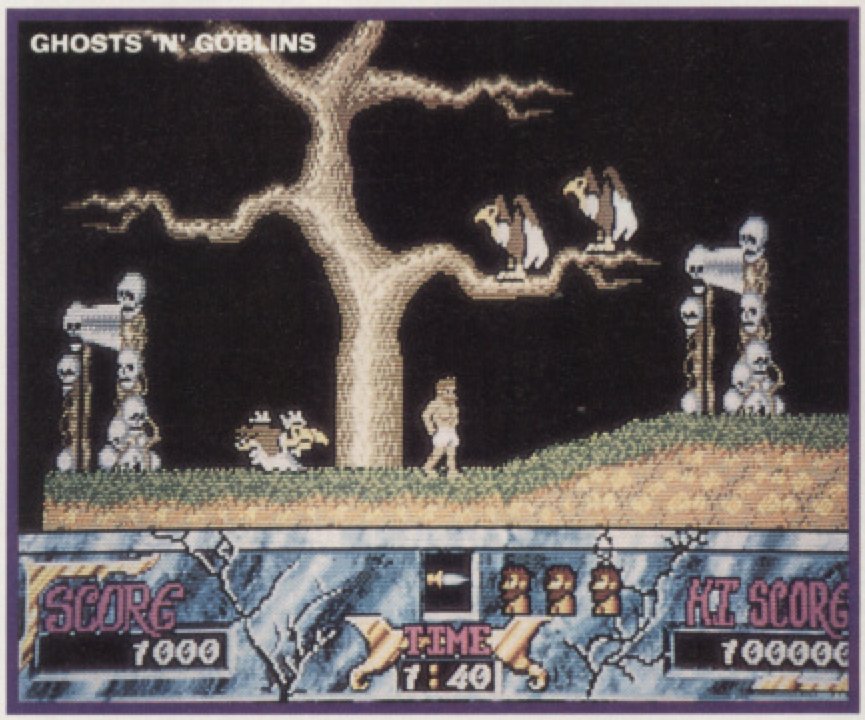
If you punch all the lightbulbs, you'll freeeze the enemies. Unfortunately this ruse only works twice per game. Boo, hiss!

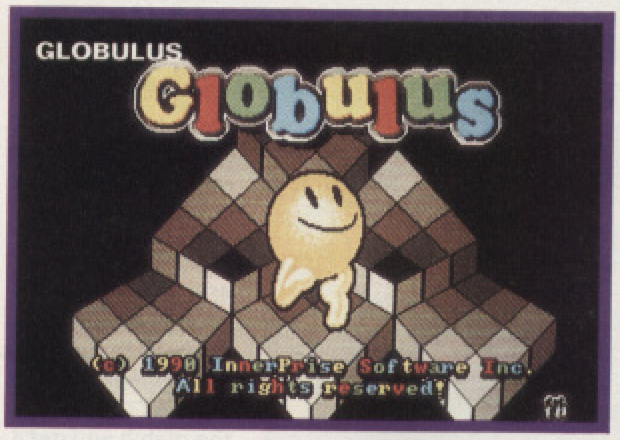
GHOULS 'N' GHOSTS
Amiga

For infinite lives, you could do a lot worse than typing in KAREN BROADHURST.

GHOULS 'N' GHOSTS
Mega Drive

To be immune, press the A button six times, then hit Up, Down, Left and Right. Finally, press B and Start together three times. To choose your starting level, press Up, Down, Left then Right as the tiles are





GLOBULUS

bouncing about the screen, and then try out some tricky stuff like A and Start, Up, A and Start, Right, A and Start, etc...

GI JOE
NES
Try some of these level codes: BRJJOVD8H, ORBJHVD83, 3R69N5XGG, VH959V38C and DHJ59VD87.

GLOBULUS
Amiga/ST
Type Zvmo!EG for infinite lives in this cutesy puzzler.

GODFATHER
Amiga
Pause the game and type in PIZZA HUT for infinite lives!

GODS
Amiga/ST
There were some special Alchemy Mix versions of this smart Bitmap Brothers game which are incredibly rare, but if you're lucky enough to


GODFATHER

own one of these collector's items, type in SORCERY as the password. A trick which doesn't work on most of the copies.

GODZILLA
Game Boy
For some sound test japes in this classic puzzle , simply reset the game twice!!

GOLVELLIUS
Master System
Try the following password– it rolls off the tongue quite nicely: QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQK.

GO! GO! TANK
Game Boy
To become invincible, it's simply a matter of pressing Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left then Start on the title screen. Or perhaps you feel the need to begin with seven vehicles. If so, why not press Left, Up, Right, Up, Left, Left, Up, Right, Up, Right, Up, Left, Up, Right then Start on the work of art so many of us know as 'the title screen'.



Don't worry M'Lady – I'll just turn to the back issues page and order last month's copy.

GOLDEN AXE
Mega Drive
For thirty lives, select One Player Arcade mode, then hold down the bottom-left diagonal, A and C. Let go and nine continues are yours for the taking! Alternatively, hold down B and Start and press Down Left. A number will appear on the screen. Use the joypad to select your level! For an extra credit, wait until the 'game over' screen and whack the joypad Up and Left.

GOLDEN AXE
Master System
To get one extra continue, press 1, 2 and Up when 'Game Over' appears!

GOLFAMANIA
Master System
Take a shot and then press Reset while the ball's in the air. Select the game you were already playing and then continue.


GOLDEN AXE

GOONIES II
NES
Type in the code SUGNY4WT!NUU!UF for loads and loads of stuff.

GRADIUS
NES
To continue where you left off, press Down, UP, B, A, B, A, B, A, B, A on the Game Over screen! Also, dig this dudes! Gather six capsules to yourselves and a '?' will magically appear. Then capture the seventh capsule only when a zero appears in the thousands column of your score and press A. Now just look at the increase in speed and firepower your ship has as a result of your fiddling about.

GRADIUS III
SNES
For an extra 29 lives, hold down Left on the title screen and tap A three times.

GRADIUS III
Famicom
For a cheat which works only once per game, Pause, then its Up, Up, Down, Down, Left, then the Left Button, then the Right Button, then the left button again, then A and B. Now just look at all those extra weapons! Plus, on the title screen, if you hold the left button on the edge of the controller and then press A three times, you'll get 29 lives for each credit.

GRANADA X
Mega Drive
If you're skill enough to finish the game and you fancy a few 'falling over japes' with your character, simply press A when the music stops to watch your character stumble all over the shop.

GRAVITY FORCE
Amiga/ST
When asked for the password, type WARPxx (but replace the xx with whatever level you want to go to).

GREMLINS 2
Amiga
I'd suggest that you type SINATRA on the hi-score table. Well, it's certainly easier than typing Engelbert Humperdinck, innit?

GREMLINS 2
NES
Level codes a-gogo. Level 1-2: BVFK; 2-1:



GREMLINS

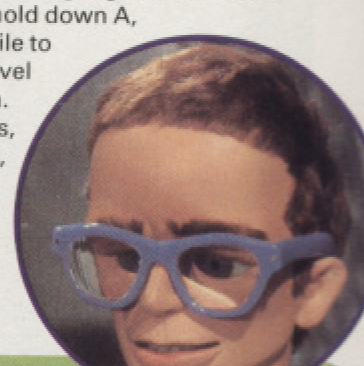
DXNH; 2-2: CGMW; 3-1: NJTD; 3-2: ZFPJ; 4-1: SHMC; 4-2: VLBB; 5-1: NXRD. With these codes you also get the weapons to go with the levels!

GUERILLA WAR
NES
Level select your way to the top with this nifty cheat. Hit buttons A and B and Start during the title screen. You can also select game difficulty.

GUNHED
NES
To play a harder level, switch on and press buttons I and II, one after the other, 20 times. When the two difficulty options appear, repeat this 40 times, and you'll get another two difficulty options. Also, to get into the groovy music mode, switch the game on and keep pressing left and right quickly (it takes a bit of skill).

GUNSMOKE
NES
Fancy a machine gun and a hundred bullets to kill things with in this frontier-spirited game? Press A, A, A, A, and then Right twice.

GYNOUG
Mega Drive
Highlight the difficulty setting on the options screen and then press A, B, C and Start all together to access a special setting for any budding shandy drinker. Highlight the control setting and hold down A, B, C for a while to access the level select screen. For infy creds, hold down A, C and Left when the 'Game Over' message appears onscreen.



It t-t-t-took him three d-d-d-days to w-w-w-work that one out – what a m-m-m-mong!



H is for The Hood, that luminous-eyed baddie, who, despite the craposity of his disguises is never, ever recognised by the Tracy boys.

HAMMERFIST

Amiga/ST

Get on to the hi-score table and enter your name as TAEHC OT TNAW I (with spaces). Now F7 will magically teleport you onto the next level!

HAWKEYE

Amiga/ST

When you're on the brink of death with no lives, press Delete to be spookily transported to the next level! Also, during the game, press Pause then push Help. Now unpause and lo! – infinite lives are yours for the taking!

HARDBALL

Mega Drive

For a special pitch, switch pitches in the game, substitute the pitcher with a player that is not a pitcher. The new player will have a very Jenny Craig-some pitch called FAT! Then, if you're still not satisfied, try these passwords for size: iAAEIGbe; 2AAGGAbf; acA7HJD2OcA7IJDa; gAAEGEbk; hAAEHFbh;eaAjFbba; fcA7eGD3; icB6Jadb; ccA7EGd6.

HARD DRIVIN'

Mega Drive

When you finish a regular game, press C to return to the options screen, then set the game to practice mode, hit B then C. Now press Start and, erm... you'll have, er... traffic on the track.

HARD DRIVIN'

ST/Amiga

In Manual mode for gears, accelerate to full speed. When you reach top speed, change into neutral gear and you should be invincible to collisions.

HEAVY NOVA

Mega Drive

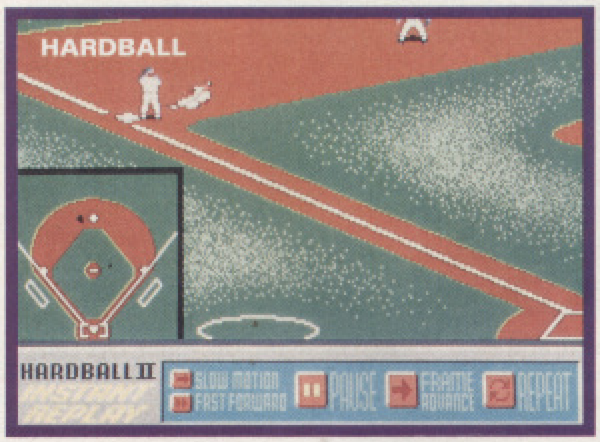
Molto music demo by holding A, B and C on the title screen and pressing Start. Smart! Even smarter on the Mega CD is that killing the guardian at the end of a level without losing energy gains you a massive one million extra points. Not a cheat exactly, but worth knowing.

HELLFIRE

Mega Drive

To get a massive 99 lives in this fabbo blaster, select your difficulty level as 'Hard', then go to the sound test and listen to any tune for over a minute. The setting 'Hard' should be magically transformed into the words 'Yea Right'. Select this to receive those all-important 99 lives!

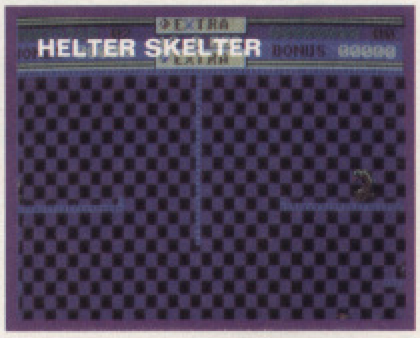




HELTER SKELTER

Amiga/ST

If you fancy some level codes, here's the place to look. Try the following codes: SPIN, FLIP, GOAL, LEFT, TWIN and PLAY. Also, in two-player mode, if one person manages to get the EXTRA, simply let the timer run down until one player loses all their lives. That way it's Infinite lives all round. Hurrah!



HERO QUEST

ST/Amiga

Save all your characters and then choose one to put in play. Select a quest where the exit stairs are in the first room – say, 13. Then search the room. You should find some gold or a potion. If not, start again.Now you can now do the same thing for all of your characters.

HERZOG ZWEI

Mega Drive

To get the sound test, press Right, Left, Down then Up on the title screen. Now, while you're in the sound test, select tunes 7, 4, 3, 7, 5, 8 and 1. You should also be able to select your difficulty level. To get to the final level, enter LHJKI-NAFAMA, or JLJOIGLAOKN.

HOLE IN ONE GOLF

Super NES

Select the practice hole and advance to hole 19. You won't find a pin to aim at, but you can putt into the secret hole by trial and error – the result is worth working on.

HOOPS

NES

Whack in the following code to get to the final match: LUXLRZTLR. Win the match and get a really brilliant ending sequence (well, it's pretty good).

HORROR ZOMBIES

Amiga/ST

Some pretty gruesome cheats for this one! Type in BOGEYMAN for infy lives. Also try these codes: WOLFMAN, HAMMER, LUGOSI, NOSFERATU and GARLIC.

HUDSON HAWK

Amiga/ST

ST owners should type SANITY-CLAWSISCOMINGTOTOWN on the title screen, while Amiga owners should try SCIENCEFICTION, and it's infy lives all round.

HUNT FOR RED OCTOBER

Game Boy

To start with 25 units of fuel, press A and B simultaneously and then Select, Left and Right. If, on the other hand, you fancy amassing 25 lives, try holding down A and B at the same time on the title screen and then release them and press Select, Up and Down. For a level select option, press Left, Right, B, Select, Left, Right, B, Select and Start. Pause the game and then repeat the whole

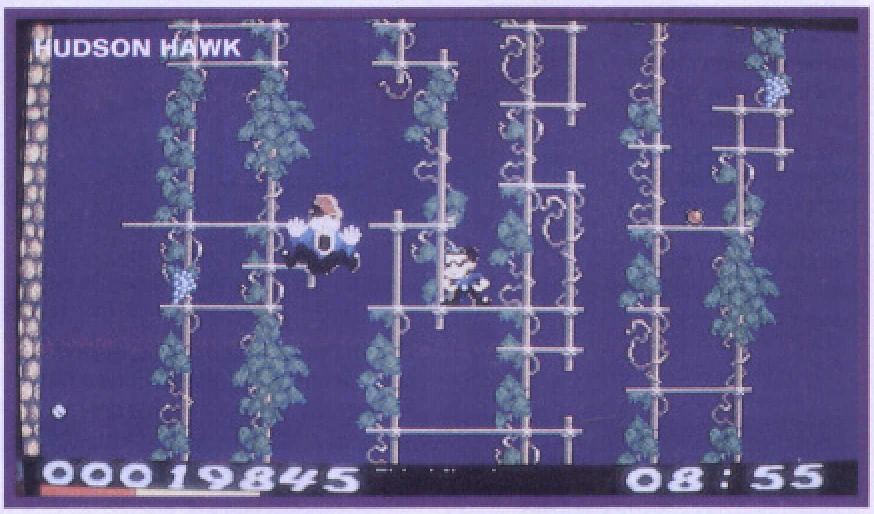


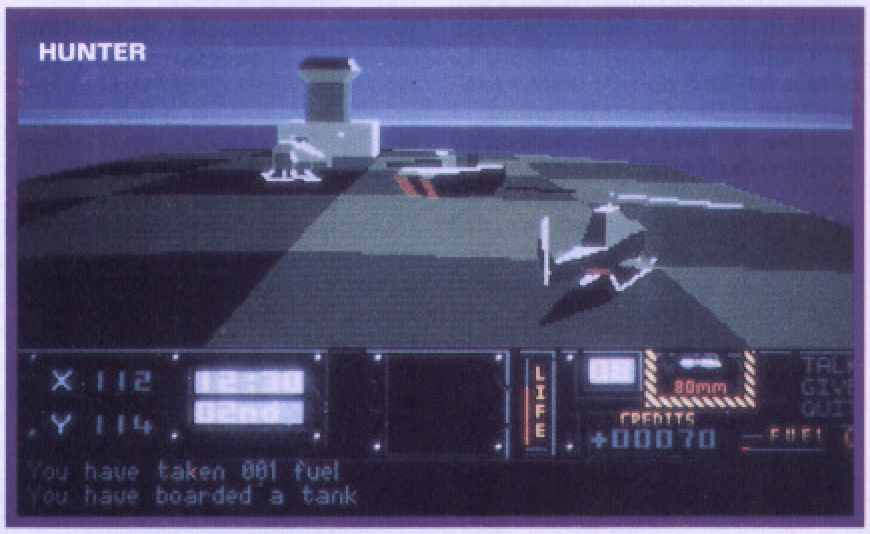
operation to get yourself into Level Select mode. Alternatively, when you're on the map screen, press A and B at the same time and then hold down Up and Down. You should now have oodles and oodles of subs to smash to smithereens and generally use up.


WAYNE'S WORLD


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HUNT FOR RED OCTOBER
NES
A once in a lifetime chance to skip to the next level – well... once in a game anyway – simply by doing the following: press A, B, Select, Right, Left, Right, Select, B, A, B, B, A. But remember – once only!

HUNTER
Amiga/ST
Here are some co-ordinates for Activision's first person perspective walky-roundy jaunt. Security Pass – X:90 Y:153; Master Key – X:164 Y: 169; Old Man – X:181 Y:179; Professor X:49 Y:197, Disc – X:100 Y:205; Computer – X:244 Y:199; Antibiotic and Saw – X:151 Y:1210; Monk In Tree – X:85 Y:174.

HYDRA
Amiga/ST
Type in KILLKILLKILLKILL during the game and the screen should start flashing. Now press F for more fuel, Q to show lots of techy things and Return to cycle through the weapons.

HYBRIS
Amiga/ST
If you type COMMANDER on the hi-score chart, F10 will toggle immunity, F9 will put you on the next level, F2-F8 will give you all the weapons.

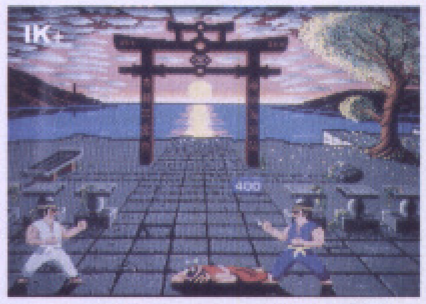
HYPER LODERUNNER
Gameboy
To play any level, enter QM-0388 and press Start. Spook!

HYPERZONE
Super NES
Just a sound test, I'm afraid. Hold down L and R on the title screen and press Start. Then press A and groove on the beat.

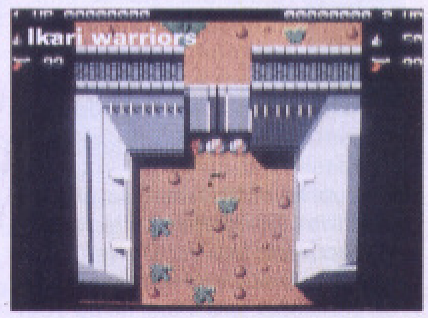




I is for International – that's the territory for the Tracy boys!



IK+
ST
If you've been knocked down, hit the Space Bar to pause and then press Fire. Now they can't touch you for toffee. Don't forget to repeat on every level.



IKARI WARRIORS
NES
Infy lives by pressing the initials of those Swedish popsters Agnetha, Bjorn, Benny and Anni-Frid: A, B, B, A. Add a P if you're on the ST or Amiga versions.

INDIANA JONES
ST/Amiga
Type SILLYNAM as your name into the hi-score chart for an, ahem, continuous Continue option. Furthermore, type IEHOVA when the title screen appears. There is then a grey flashing border which means your fab cheat is in active mode. Now, typing the simple number '2' then takes you through the flash-points of the level, 'L' moves you onto the next screen and 'I' supplies you with an icon.

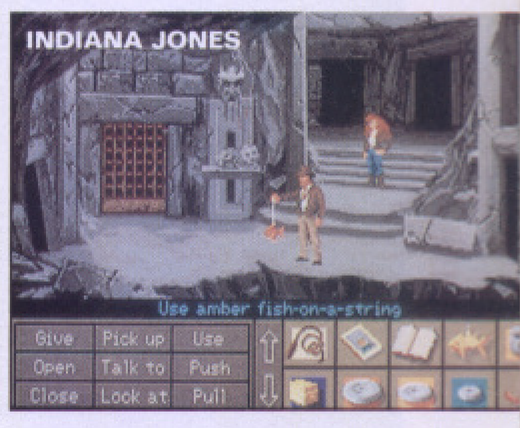
INTERPHASE
ST/Amiga
During the game, type Fenny (with a capital letter at the front). The left mouse button now cycles you through the objects, the right one enlarges the objects and both together takes you back home to the game.

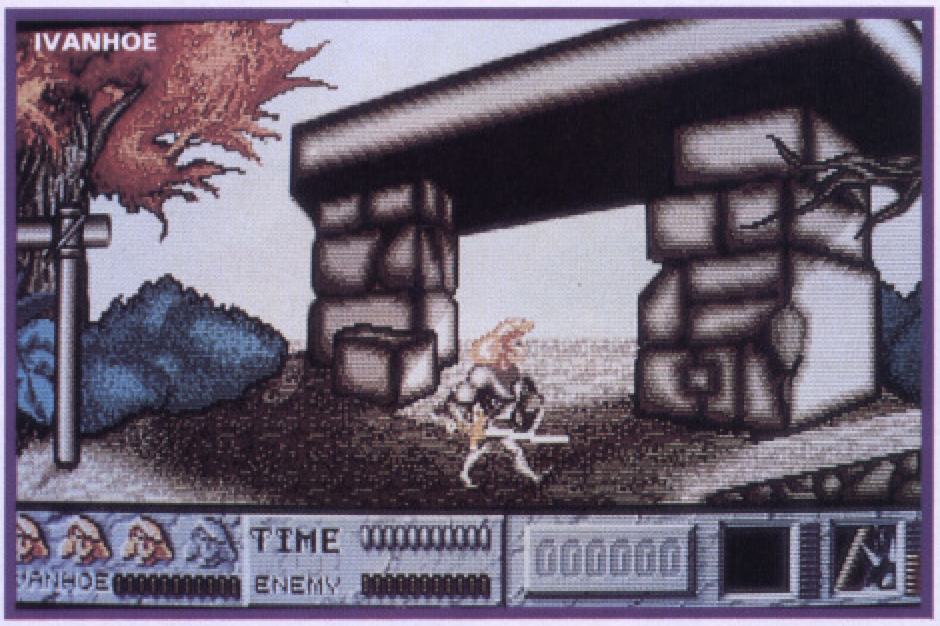
THE IMMORTAL
Amiga/ST
Phew! A whole buncha level codes hereabouts...
Level Two: CDDFF10006F70;
Level Three: OADDA21000E10;
Level Four: BFDFE31001EBO;
Level Five: 09DE43000EBO;
Level Six: 3B7FD53010E41;
Level Seven:6b10fb1010a41;
Level Eight: e590d77101178cl.

THE IMMORTAL
Mega Drive
Here are the codes for the levels, starting at two, natch.
757FC0006570, 6E1EC21000E10, 465FA31001EBO, D4BFD41000EB0, D4BFD41000EBO, BCFEF51010A41, 6B1OF6101ACL, E59OD710178C1.

INSECTOR X
Mega Drive
When the Continue screen is in view, you should push diagonally Left and Up and press the C button. Each time you do this, you get an extra continue.

INTERNATIONAL ICE HOCKEY
Amiga/ST
Whenever you score, pause the game until the music stops and then you'll get yourself some extra points. Yeehar!





IVANHOE

IRONSWORD
NES

Still using a password that gives you less than three lives? Well, change the fifth letter of whatever code you are using to N and you'll find your lives reach that magic number 'Three', no probs.

ISOLATED WARRIOR
NES

Some codes, well... more than some codes – all of them, all at once, starting from level two. 1227, 4126, 0948, 2168, 0666, 1192.

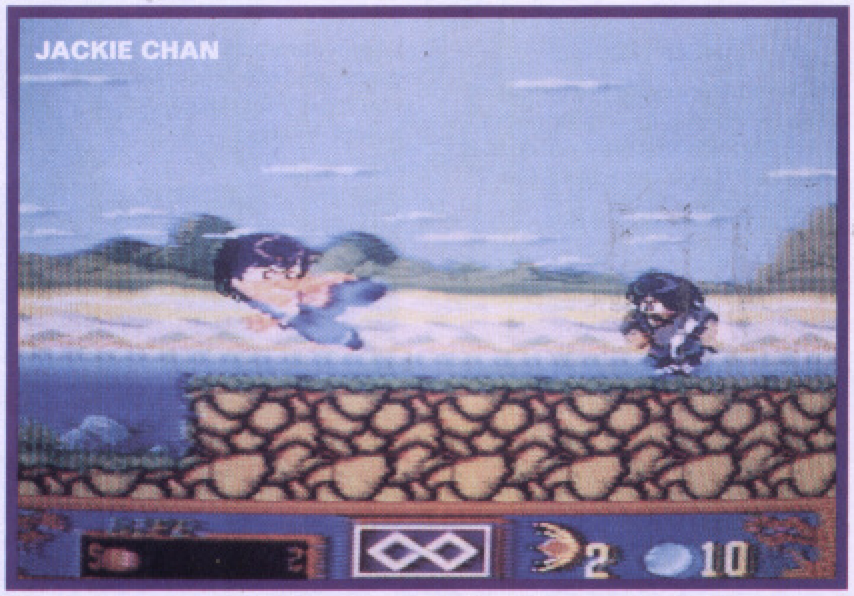
IVANHOE
ST/Amiga

During the game, pause with P and then type JC IS THE BEST (including the spaces) then Return. Unpause the game and now N will advance you a level, Delete stops all the attacks onscreen, the semi-colon (;) gives you extra levels and Control kills the big mutha on the bonus screens. For those of you on the Amiga, type in ZOBINETTE and then hit Return – swifto, mind! N does the same job.


J is for Jeff Tracy, head honcho and big cheese of the entire Thunderbird operation.

JACKIE CHAN
NES

Select yo' level, boy, by resetting the game three times on the title screen and then press Up, Up, Down, Down, Up, Down and buttons B and A on controller two. Plus, fill up your energy with a quick jab at the A, B, Select and Start buttons and the next time some buffoon clocks you one, your energy goes up. Also, to get infy continues, press Down when you die instead of going immediately to Continue – the number of continues you have should rise.


JACKIE CHAN



JOHN MADDEN FOOTBALL

JAMBALA (THE GATES OF)
ST

Bizarre as it may seem, type the following on the title screen with the spaces included: YICKE YACKE H[HNERKACKE' hold down the left Shift button, hold down 1, release 1, release left Shift and the title should turn to blue. Then go to the game. Now keys 1-7 take you to the levels, while F1-F5 selects weapons and G gives you gold. GOLD! – do you hear me? Gold! aaaahahahahahahaha!

JAMES POND
Amiga/ST

On the Amiga, type in JUNKYARD and then press Return. On the ST, type MR2 and press Return. Now, whether you're Amiga or ST, you can toggle your cheat mode on and off simply by pressing the Return, and you can make the inter-level locks disappear by pressing D.

JAMES POND
Mega Drive

If you have the original *JP*, go from the end of mission one straight through to 11 by going over to the small ledge on the the left-hand bank at the end of mission one and push Down.

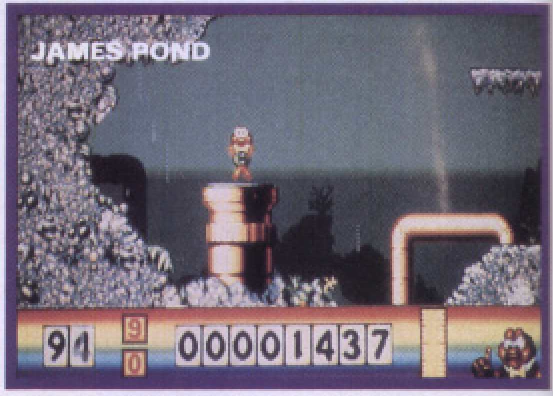
JAMES POND 2
Mega Drive

To get to the special options screen which allows you to select all sorts of extraordinary things, just hold down A, B, C, Down and Left on the title screen and then press Start. Smaaart! For infinite energy, p-p-p-pick up the penguin, oil, wine, earth and reading glass – the initial letters of each of these, brought together, spell POWER. For a similar Chatanooga cheat cheat, just before the first door there is a rooftop with a different object on it – collect these objects in the following order: cake, hammer, earth, apple, tap. As well as making you invincible, this particular cheat opens up all the levels including the end. For infinite lives a little further on, collect lips, ice cream, violin, earth and a snowman.

JOE MONTANA 2

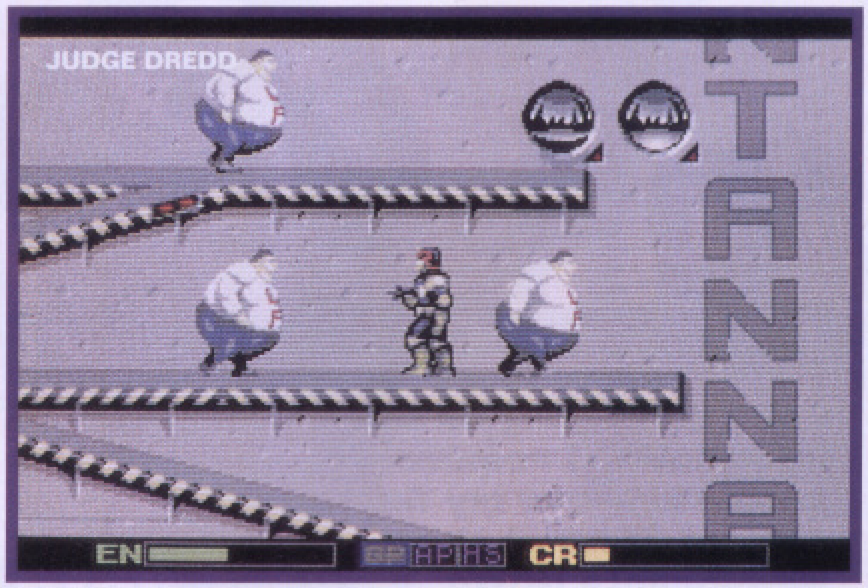
Brace yourselves, me hearties – this is a longie. Choose levels this way. Options screen, right? Then choose password screen and enter the following _OO_XXXXAX. Now, where you've left those blank spaces is where your letter for teams and the week they will play gets entered, so Houston vs NY in playoff round two would look like this: LOOSXXXXAX. Here are all the codes and letters you'll need.

A Atlanta v Buffalo
B Buffalo v NY – National
C Chicago v LA – America



JAMES POND

D Cincinnati v NY – National
E Cleveland v NY – National
F Dallas v LA – American
G Denver v NY – National
H Detroit v Cincinnati
I Greenbay v Cincinnati
J Indianapolis v NY – National
K Kansas City v NY – National
L Houston v NY– National
M LA Amer v NY – National
N LA Nat v LA –American
O Miami v NY – National
P Minnesota v Cincinnati
Q New Orleans v Buffalo
R New England v NY – National
S New York Nat v Cincinnati
T New York Amer v NY – National
U Philadelphia v Kansas City
V Phoenix v Cincinnati
W Pittsburgh v NY– National
X San Diego v NY – National
Y Seattle v NY – National
Z San Francisco v Seattle



0 Tampa Bay v LA – American
1 Washington v Cincinnati

And here are the weeks: B is week 1, C=2, D=3, E=4, F=5, G=6, H=7, I=8, J=9, K=10, L=11, M=12, N=13, 0=14, P=15, Q=16. R is playoff round one, S is playoff round 2, and finally T is the Sega Bowl. Phew!

JOHN MADDEN FOOTBALL

Super NES

Loads o' codes – here we go!
Buffalo BBBF7G7CNR, BBBF78JF1M
Chicago BBBF8C8JJS, BBBF8H42YP
Cleveland BBBDDGT4N8, BBBDDN4HBP
Dallas BBBFDP7ML5, BBBFD75N6I
Denver BBBM6RFLST, BBBM626M75
Green Bay BBBCLKTFT, BBBKC9YMGY
Houston BBBLCT7WTZ, BBBLC2OXW6
Indianapolis BBBNBNJTUR, BBBNB5LBCJ
Miami BBBMGSS254, BBMGW52C3
New Orleans BBBNKYJOWY, BBBNK591Y5
New York BBBFV21HMS, BBBFWWBKRT
Pittsburg BBBGY3STO4, BBBGY47J5L
Seattle BBBKY96X15, BBBKZURZML

JOHN MADDEN '92

Mega Drive

Passies for youse guys: BCH7DKHJ, D6TYFG9Y, C99KHCDY, BFOTCDGJ, BGRW5HPM, BHGZZLYR. Additionally, each of the following takes you to the final with you playing the first team...
Redskins v Bills: BOB1V9P5;
Bills v Redskins: DVWKR3TT;
Oakland v New York: B9LRCHHP:
49ers v Kansas C2TLDK8K.

JOURNEY TO SILIUS

NES

Press button B 33 times during the title screen to hear the sounds and get nine continues.

JUDGE DREDD

Amiga/ST

Go on – get in there, my son, and type in BRUCKEN PLAYING HERO QUEST then press Return. Exit from the computer and press Help to skip levels.



K is for Kyrano, the hypnotically-controlled half-brother of the infamous Hood, who is nevertheless loyal to the Tracy family – it's just that he keeps having these funny 'turns'.

KABUKI QUANTUM FIGHTER

NES

When you're fighting an end of level guardian and you have more 'chips' than energy, Pause and jab your digit on Up. To turn those mysterious life energies into 'chips', just press Down.

KEEF THE THIEF

PC

Edit the file SG and then write FF at offsets 2,4,6,8,10,20,22,24,30. Now you've got 55 points for all of your stats. For the money, write FF 6F at offset 26. The same at offset 28 for magic points, then fill offset. Then off you set...

KICKLE CUBICLE

NES

Passwords at the ready!
Level 10: ITXG bLCE
Level 15: LGDa DBBQ
Level 20: NIEh VLBK
Level 25: RX5h KKCB
Level 30 TJBY EGCe.

KICK MASTER

NES

On this one there are symbols from playing cards involved, so type in the symbol where the words appear, ie: where it says "spade" type the symbol and not the word, got it? Level codes are here. Level 2: F DIAMOND ?LGZ QFKT4G; Level 3: SJ/S8P DIAMOND CLUB SPADE K3L; Level 4: BW6QK5 SPADE J2N9 DIAMOND; Level 5: VW6S9K FK3T SPADE DIAMOND; Level 6: 3QD CLUB 8Q 6W6JD?; LEVEL 7: Q8GW SPADE 9 WM8G DIAMOND F; Level 8: SPADE 8GWG9 9N9 CLUB DIAMOND F; Second Quest: 2 HEART LDZ1 DKQZGD.

KICK OFF 2

Amiga/ST/PC

Whack all of the function keys, in order, twice during play and S12 or S14 should appear in the top right-hand corner. This means that the computer goalkeeper has been subbed and is about as much use between the posts as a filleted dab. Also, keep pressing R during the penalty shootouts to see where the ball's gonna go.

KID GLOVES

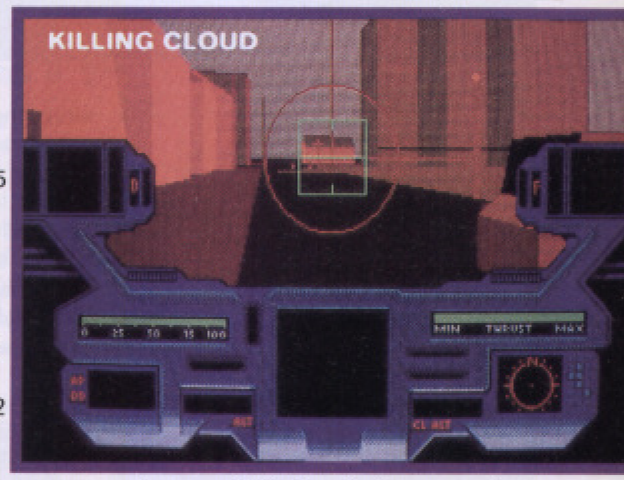
Amiga

Pause the game and then type in Rhiannon. F6 then transports you back to the shop, F8 fills your coffers with loot and F9 toggles immunity.

KID ICARUS

NES

Infy lives and the last stage to boot with the simple expedient of applying this password: 8UUUUU UUUU-UU UUUUUU UUUUUU. Invincibility is also at hand with this handy

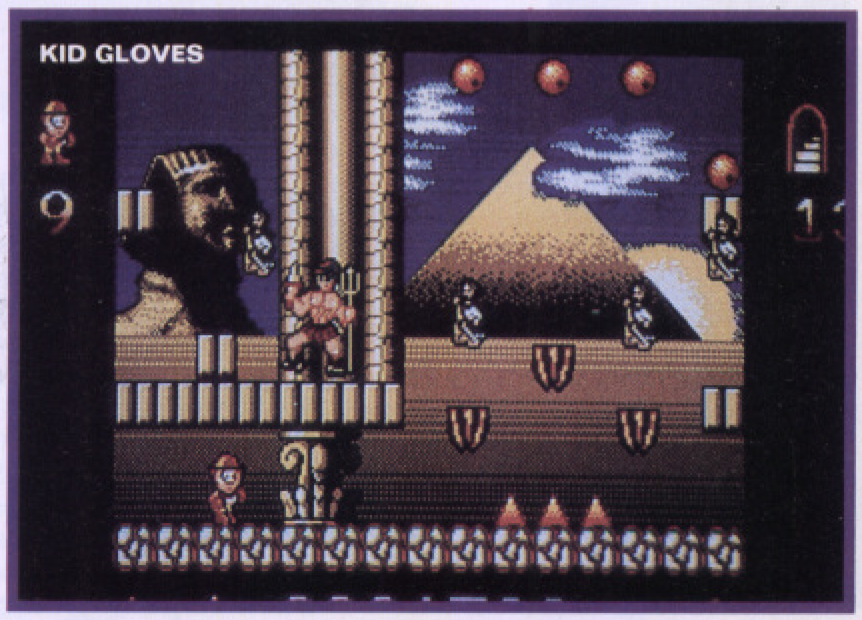


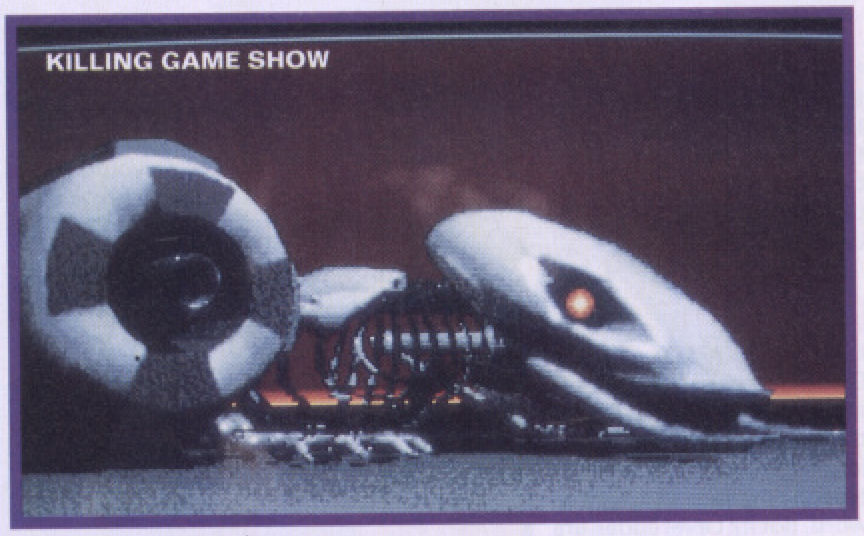
phrase, which also starts you on the overworld: Icarus Fights Medusa Angels. To get onto the last level with all three treasures still intact, try inputting these babies: AuW2e5 XcdF00, us 000G K50WOn.

KILLING CLOUD

Amiga

If you want 28 Pups and then 28 nets to go with them, all you gotta do is enter 1KILLING as a password. Alternatively, you could try these: A66TRDEX, 2WWTR7EX, Q44FRCE2, XXX8VCCN, WSQ8VCAM, 63QTGDEX, OR CA2TG7EF.





KILLING GAME SHOW
Amiga, ST

On the friendly old good luck screen, instead of pressing fire, press Help for a handier than a Handy Andy map of the level. Also, if you press Help on the "Press fire to continue" screen, you'll get all your lives back, pronto.

KINGS OF THE BEACH
NES

Passwords! Stage 2: Side Out; Stage 3: Gekko; Stage 4: Topflite; Stage 5: Sundevil.

KING OF THE ZOO
Game Boy

Character screen, right? Now hold down Left and then B and A, and you should see a number. Guess what? That's the level you're on, and you can change it by using the Up and Down buttons. Good, eh?

KING'S BOUNTY
Mega Drive

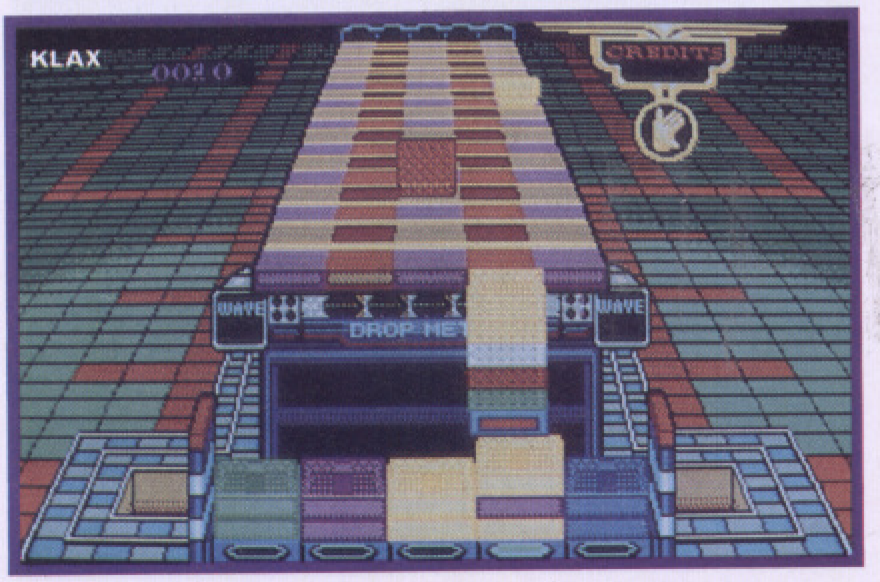
Here's a password which drastically alters the balance of the game in your favour, leaving you with an army of absolutely megadocious proportions and a scant three villains left to defeat. VRP 06 8TQ, FT3 VE M6N, DG1 ZZ 7B1, MOE 8W CQR, WOA BD EHX, DCE FH Y22, VW1 JL MF6.

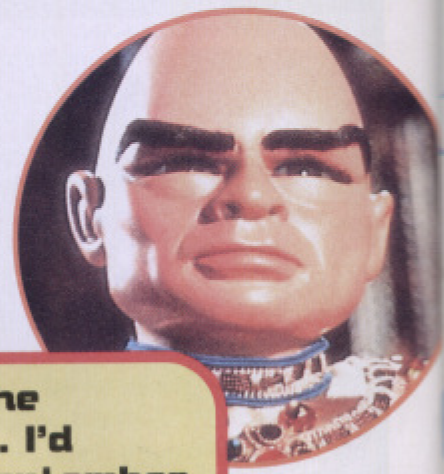
KLAX
Game Boy

Duplicate to your hearts content on your current block by pressing Select. Smart!

KNIGHTMARE
Amiga

Here's a bit of a tip to make this game less of a nightmare to play (not that it is a nightmare in the first place, you understand). Er... anyway, in the woods on the first section, use your spade to find five apples. Take the apples and hurl them at the quest shield hanging on the wall, then make each of your group eat two rabbit pies from the inventory screen – whether they like them or not! Now your hit points won't sap your energy levels.



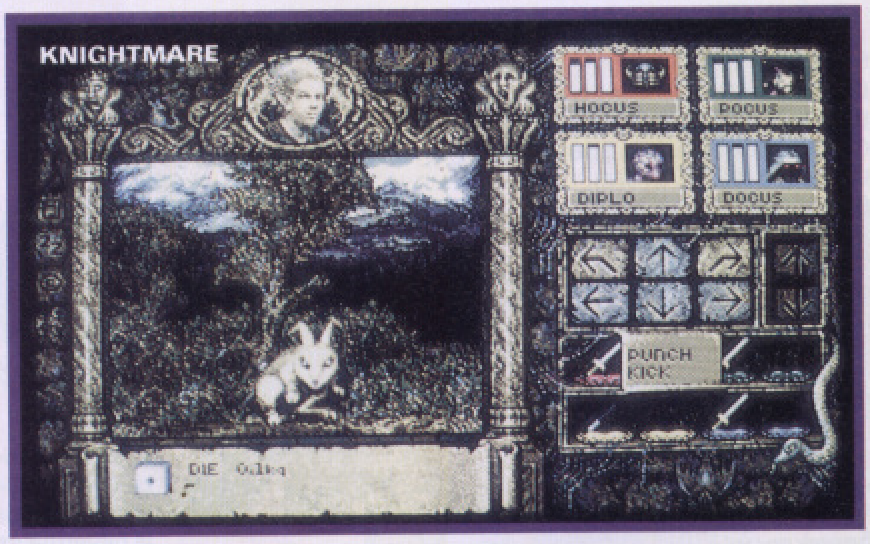


KNIGHT RIDER
NES

To select a stage, hold down A, B, and Down while pressing Reset. When Devon appears, select Mission or Drive and then use Up and Down to select any level.

KUNG FU HEROES
NES

Try killing yourself in the following stages, just to see what might happen. 1-3, 2-2, 3-2, 3-4, 4-1, and 5-1. Also, also, also... there's a special bonus stage which you can access by walking around the screen counter-clockwise and touching each corner. In this one, working with your partner and collecting the valentines, you could score an extra million or so points.



KUNG FU
NES

Haaaaaaaa-so! Velly, velly good tip for martial arts computer game. Defeat the first eleven enemies (easy as falling off a kimono) and make sure you despatch the twelfth with a jump kick to gain loads of points. How many? Well, expect to pick up something along the lines of 5,000 bonus points.

KARATE KID II
ST/Amiga

Are you ready for this. Are you? Oh, alright then, P skips levels.

STAY TUNED TO ZERO FOR ANOTHER THRILLING INSTALMENT OF THE INTERNATIONAL RESCUE TIPBUSTERS SPECIAL NEXT MONTH...



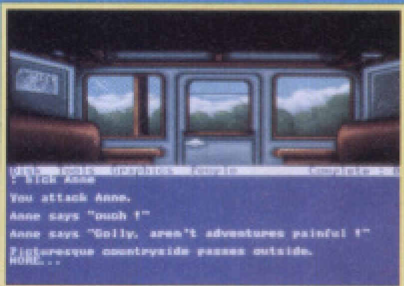
ADVENTURE TIPBITS

The Beard is back! Yes – MIKE GERRARD, ZERO's Adventure Wizard, returns with a monthly page dedicated to all you orc-slaughterers and spellcasters. Write to The Bearded Oracle, telling him where you're stuck, and he'll do his best to sort you out. Alternatively, if you've managed to conquer a game, why not share your tips with everyone else?

Send your queries or solutions to: Mike 'Adventure Wizard' Gerrard, ZERO, Dennis Publishing, 19 Bolsover St, London W1P 7HJ.

DICK HEAD

DAVID R CAIRNS of Midlothian is stuck in *Five On A Treasure Island* (a game where you can switch between the various characters). He thinks he needs to get past an iron grille in the wall of an old well shaft, and wants to know what there is to burn in the fireplace, and how to climb the tower. First the iron grille, which you can make a hole in, but you'll have to use your Dick. Instead of trying to climb the tower, eat the cake there and the crumbs will attract the jackdaws and make them drop some sticks. Now you have something to burn in the fireplace. Voilà!



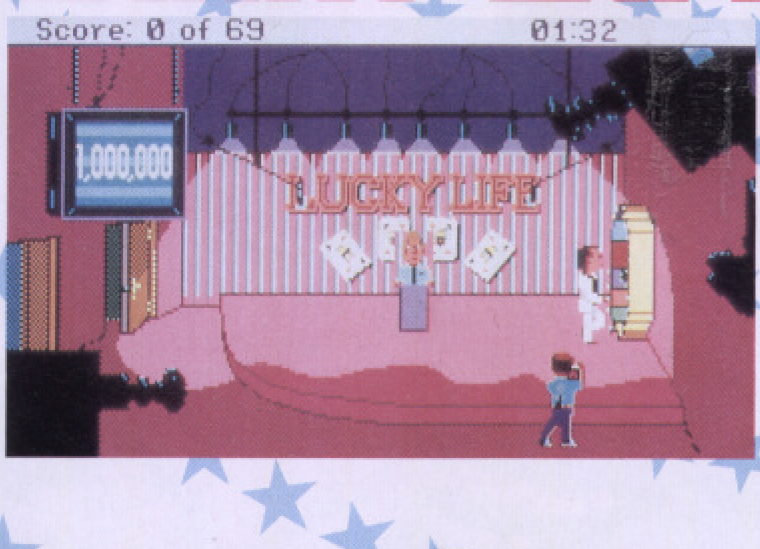
LEVEL-UP IN CADAVER

GLEN TYRER from Derby implores: "*Cadaver* is driving me absolutely mad! I sent off for a back issue of ZERO with the solution in, but it only contained levels 3, 4 and 5 and I'm stuck on Level 2. Could you send me the solution to Level 2?" Well, if you send me an SAE, I can, but here's the first few moves on that level to start you off. Exit north, Open the chest and Get the Shield Shot potion. Jump onto the altar and Open the strong box, but watch out for the flames, for which you should Use the Fire Shield potion from the previous level. Get the shuriken and the wand and Go north. Use the Shot Shield potion or Shoot the shuriken or Use the Magic Missile spell on the pump creatures. Get the stamina potion and Go east, then south. Pull the lever when both the lights are black and Open the chest. Get the shuriken, then Read the books. Get two or three books and Go north. Get the ashes and Search the altar to find the urn and the scroll. Jump up to touch the ram's skull, then drop the urn. Put the ashes into the urn, Pick up the urn again and Go north. Anyone else who's stuck in the first two levels of *Cadaver* can bung me a stamped addressed envelope and I'll send them the solution.


NHS patients waiting for an op...


...while the surgeons get dressed.

LARRY LAFFS



"Yo, Mikey-Mike!" is the greeting from NEIL WRIGHT of Derby. I don't know, the youth of today. Wasting their time playing *Leisure Suit Larry* games instead of learning how to write letters. In *Larry 2*, Neil has gone over the cliff and reached the airport, but still has long, blond hair and two men won't let him through the door. Try saying it with flowers, Neil, and then go get your hair cut. Neil also has flower problems in *Larry 3*, as he's found some in a cave and wants to pick them up to make them into a Lei, but the program won't let him. He says he's typed PICK UP FLOWERS, TAKE FLOWERS, GRASP FLOWERS and even BITE FLOWERS, which shows how desperate people can get. I think the answer lies in the wondrous Sierra parser, in the days when they had one, and if you try PICK THE FLOWERS instead of PICK UP FLOWERS, it might let you have them.

elvira hold-up



RUPERT HALL of Highbury is ever-so-polite. "Dear Michael," his letter begins. This makes a welcome change from "Dear Fungus-Face". Rupert is stuck in *Elvira*, and there's no answer to that. "When I get to the kitchen," he says, "I keep getting killed by the cook and end up in the soup." There's only one way to deal with her, and that's to get the salt from the torture chamber and chuck it all over her.

win!

An Awesome Amiga A600!



If you're going to wrap yourself up in a make-believe world of adventure, you might as well make sure it's a scenic one, that's our view here at ZERO. And believe you me, they don't come much more scenic than *Ishar*, a smart RPG from the French company Silmarils. Wander around its leafy glades and meadows and it's just like taking a stroll around the English countryside in mid-June – except the view isn't spoilt by electricity pylons or inbred locals morris dancing. Perfick, as that bloke off *The Darling Buds Of May* might say.

Anyway, Daze Marketing, which markets Silmarils product over here, is so keen to share with you the warm, mushy feeling they get when they think about *Ishar* that they've stumped up for some marvellous prizes. They're giving you the chance to win a copy of *Ishar* plus a small but perfectly formed Amiga 600 computer to play it on, while 10 runners-up will each receive a copy of the game to use with their Amiga, ST or PC. Fab eh?

ISHAR 'MAZING!

Here's what you do to win. Ring up the ZERO hotline and, when asked, give the letters corresponding to the correct answers to the questions below. For instance, if you think Debbie McGee is married to Sooty, when you're asked for the answer to question 1 you should say 'a'. AND DON'T FORGET TO LEAVE YOUR NAME, ADDRESS AND COMPUTER FORMAT TOO.

call this number now!

0839 121152

RULES

- The competition is not open to employees of Dennis Publishing, Daze Marketing or Silmarils, or their friends or relatives. Sorry, mum.
- Calls charged at 36p/minute cheap rate, 48p/minute all other times.
- The Ed's word is final. So there!
- Competition closes August 31st 1992 – be there or be without a Commodore Amiga 600 computer.

1) Debbie McGee is married to which small but perfectly formed TV magician?
a) Patrick McGee
b) Paul Daniels
c) Sooty



2) Edd The Duck – Children's BBC's small but perfectly formed fluffy front-man – is not what he seems to be.
In reality he is...
a) A little man wearing an aquatic waterfowl suit
b) A criminal genius who sold his whole family to a pillow manufacturer
c) A glove puppet



3) How did Sonia – the small but perfectly formed scouse singing sensation – first make it big? Was it playing...
a) A munchkin in The Wizard Of Oz
b) That bloke's girlfriend in early episodes of Bread
c) Dopey in the Brookside/Disney co-production of *Barry Grant And The Seven Dwarves*.





Civilization

CIVILIZATION – it's enormous, it's a brand new Amiga release from MicroProse and it's spelt wrong (unless you're an American). DAVID WILSON is also enormous (in the girth department), so he was the ideal person to review it.

Civisation? Civilization? Why do Americans insist on putting 'Zees's' all over the shop? Do Z's still score 10 in the US versions of Scrabble? If so it'd be piss easy to run up a mighty score.

AMIGA

After the mighty success of *Railroad Tycoon*, MicroProse has turned its hand to the mammoth subject of the birth and creation of Civilisation in this it's latest epic, er... *Civilization*. Starting with a simple tribe on an unknown continent, you have to explore, settle, irrigate and fight your way to dominance and (hopefully) technological advance.

Spanning a rather ambitious time scale, *Civilization* lets you control basic infantry through chariots and siege machines to battleships, bombers and ultimately spaceships. As well as the satisfying battle bits, you'll also build roads, irrigate the land, build cities and fortresses and indulge in managing your cities and their produce.

Civilization is played like a board game – a sort of sophisticated *Risk* if you like, with 'pieces' representing units of infantry, cavalry, settlers and the like moving about a map. You can choose your playing continent – either randomly generated or the real world – and you set out to people it with a huge, civilised population. Not as specialised as *Railroad Tycoon*, *Civilization* still boasts much of the addictiveness and playability that soaks these kind of games.



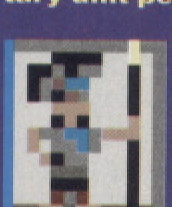
Graphics	Playability	Addictiveness	Sound	Overall
75	90	90	75	89

CIVILIZATION: out now from MicroProse on Amiga: £34.99, and PC: £39.99

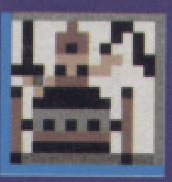
A PIECE OF THE ACTION



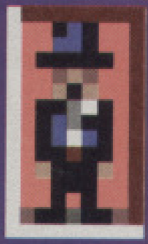
SETTLER: This is the 'piece' you'll start with. 'Settle' it down somewhere sensible – near water or fertile land perhaps – and you'll get your first city. You can then tell it what to produce – a military unit perhaps?



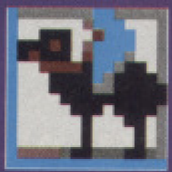
INFANTRY UNIT: Now, that's more like it – so now we can move around and explore the continent. Hmmm... but they're a bit crap really. Not too tough and pretty darn slow in the movement stakes.



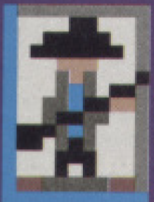
CHARIOT: Hurrah! Our boffins have discovered the wheel, so now we can build ourselves some chariots. They take more turns to build, but they're pretty tough and nippy too.



SPY: Berlimey – we're in for a rum old time now. My spy tells me that the rival tribe has discovered gunpowder; maybe it's time for me to do some trading. I'll get a city to build a ...

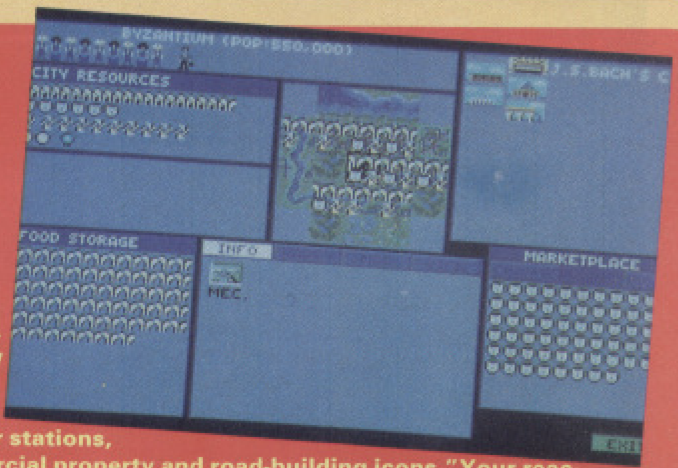


CARAVAN: Smart! Not too hot in the fighting department, but if I can open trade routes, establish alliances with the top tribe, trade the secret of gunpowder and make some musketeers, I can go and blow 'em up!



MUSKETEER: These guys pack a punch. With several of these tough cookies we've taken over a city and plundered the secret of the internal combustion engine! Now we're cooking with gas – armoured cars ahoy!

GET CIVILIZED



Imagine you're down the pub, and this bloke comes up to you to describe this brilliant new computer game. It's called *Sim City*, right, but you've never heard of it before. So what's it about? "Well, you have this huge map of land. It's pretty featureless really – the odd forest, and lake and you've got to build a city on it. You've got power stations, domestic property, commercial property and road-building icons." Your reaction? - "NFI*. Catch yuz later, eh?"

Of course, when you actually play the game it's brilliant! An all time classic. *Railroad Tycoon* was an example of this type of game and *Civilization* is too.

*NFI = Not, er... Flippin' Interested.

JOE AN

To supplement his income, MARTIN POND leads a nomadic existence at the weekends – living as a hunter-gatherer on the fertile plains of south east London. Luckily, we managed to bribe him into reviewing Elite's JOE AND MAC: CAVEMAN NINJA, a Super NES conversion of the huge Data East coin-up, by offering him the secret of fire and treating him to a slap- up meal of roots and berries.

SUPER NES

CARNIVOROUS BIKINIS



The game takes the form of a regular, horizontally scrolling platform shoot 'em up. If you defeat the large carnivorous beastie lying at the end of each level, you're rewarded with a snog off one of your cave-girls who, it turns out, all wear fur bikinis like Raquel Welch's in *One Million years BC*. After that, you're returned to a map screen where you choose your route, using keys found in hidden bonus rooms to gain access to locked areas.



You start off with a weedy old club, but you can also tool up with the following projectile weapons: dinosaur bones, boomerangs, fireballs, and stone wheels which roll along squishing anything in their path. And you can flip between all this low-tech hardware by using the Select button.



The Stone Age – those were the days, eh? When a guy would go out with his mates, kill some small herbivore with his bare hands and sit down to a big, big slab of meat. Raw, mind – none of that fancy cooked rubbish. And he didn't have to dandy himself up to get a girlfriend either. No need to brush his hair or put on a fresh mammoth skin, and he didn't have to make out that he never swore or farted. Enlightened times. Anyway, by a strange coincidence, the Stone Age is also the era in which this game is set. The Joe and Mac of the title are two regular prehistoric blokes who return from a hunting trip one day to find that their chicks have been swiped by a gang of Neanderthal lotharios. Now you don't want to spend an ice-age without a girlie (who are you going to send out for firewood for starters?) so Joe and Mac set off, determined to rescue their harem.



TWO'

The game includes two two-player games – the players don't really interact in the first, but in the second the players can jump on top of one another. With a bit of teamwork you can hit ledges which are normally out of your reach.

The downside of this game is that if Joe and Mac are standing close when they're fighting, they can accidentally brain one another with their clubs. This sort of incident is a right laugh, but can very quickly lead to a breakdown in team work and eventual anarchy.

D MAC

THE PREHISTORIC ZOO



NEANDERTHALS

They're your arch enemy. The Neanderthals have all the sophisticated charm of Lemmy from Motorhead – they're hairy, smelly brutes who scrape their knuckles along the ground as they walk and dribble luridly in the presence of women. They'd rather spend a week in a brontosaurus's jock-strap than drink noncy stuff like Perrier. But they have developed early forms of the motorbike and helicopter, so don't write them off straight away.

KILLER POT PLANT

Gorged on steroids and Baby Bio, this busy Lizzie from hell has a vicious, lashing tendril thingy, and a tendency to bud-off horrid saplings at you. Defoliate with some well-lobbed blunt objects, but watch out for its dangerous and unsightly habit of spitting your projectiles back at you.



CAVEMAN ROCK 'N' ROLL

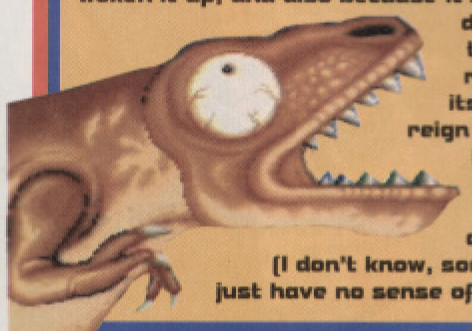
Our athletic hero can jump, run, crouch, somersault and roll – all with the grace of a hairy, squat, muscular Wayne Sleep. If you want to get to a particularly high ledge and you're on the one-player game, you can hitch a lift on the back of a pterodactyl.



T REX

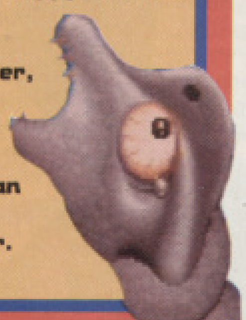
More than just an iguana with a thyroid problem, this enormous end of level dinosaur has a nasty habit of regurgitating semi-digested Neanderthals at you. This anti-social behaviour is due to Joe and Mac having just woken it up, and also because it's shortly to disappear from the fossil record when its unchallenged reign over the earth is curtailed by the impact of a large asteroid.

[I don't know, some life-forms just have no sense of humour. Ed..]



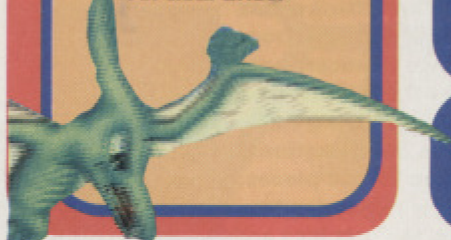
LOADSA DINOSAURS

All the dinosaurs you meet tend to be a bit on the stroppy side. So show no mercy! Remember, the only good dino-saur is an extinct dinosaur.

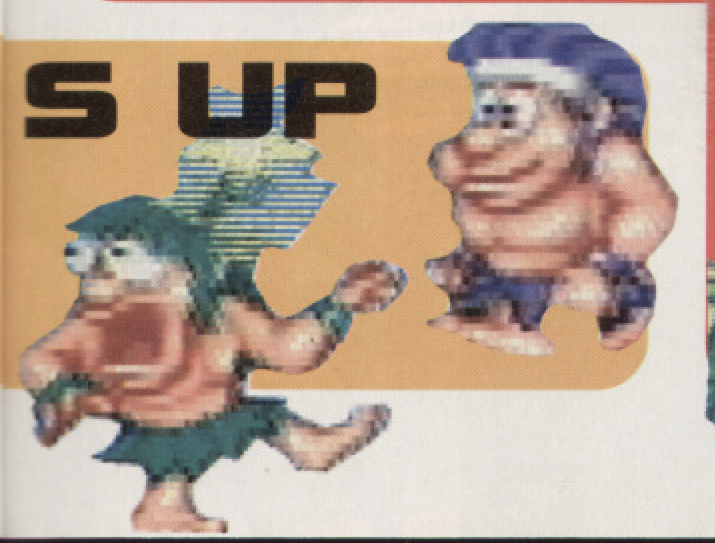


PTERODACTYLS

What with their lethal swooping and 10-pound bird droppings, these horrid airborne nasties fair put the willies up you. Blow them away with your crafty vertical shot.



S UP



Well, Yabba Dabba Doo, as Mr Flintstone might say, this game's quite smart. It has a fab prehistoric theme, and although gameplay is quite run-of-the-mill, the two-player version makes it much more interest-ing. Sound is fairly basic, but the graph-ics are very slick, with an excellent cartoon style. There may not be enough surprises to keep veteran platform freaks on the edge of their seats, but it's a damn good effort anyway.



*JOE AND MAC: CAVEMAN NINJA: out at the end of August from Elite on Super NES, £49.99



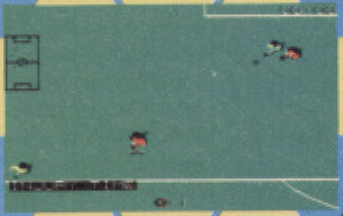
FOOTBALL SPECIAL



Football's a funny old game, a game of two halves, and a round thing with spots on it. PATRICK McCARTHY also conforms to the latter description.

There are millions and millions of football games around on the different formats – some are totally mega, others a huge pile of jobs. As a result of the hype for for the recent European Championships, the software houses are re-leasing even more. What's needed, we thought to ourselves, is a well-reasoned, comprehensive guide to them all. But then we thought: "Sod it, we'll just do the usual old crap."

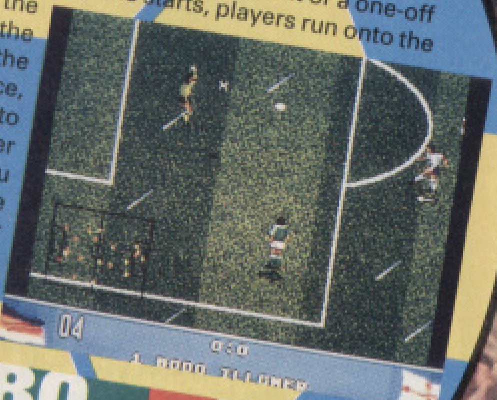
SUPER KICK OFF
Anco/US Gold/Master System£34.99



Fab conversion of a fab game. Brilliant.

JOHN BARNES EUROPEAN FOOTBALL
Krisalis/1Meg Amiga/ST/£25.99

John Barnes Soccer is a sideways-on *Manchester United Europe* lookalike, based on the European Championships, with only this year's eight teams to choose from. There are options to have weather on or off ('on' means it will rain and there will be rumbles of thunder), to play as the entire England team or just as John Barnes or to play as one of the other seven teams, and to play a tournament or a one-off game. There are some nice touches: as the game starts, players run onto the pitch as their names are announced, the crowd noises are pretty good and the graphics are good. One nice touch is the Optional Scan mode where, at a set-piece, you move a target around the pitch to where you want to play the ball. Another good feature is the Lock mode where, if you hold the fire button while running in one direction but point the joystick in another when you release the button, the ball goes in that direction. The gameplay, however, is rather disappointing – passing and shooting can be frustrating, with variable strength kicks that are difficult to control. The lock-on facility works fine in itself, it's just the unpredictable power of the subsequent pass/shot that's a bit naff. Overall it's an okay game that doesn't exactly set the world alight. And what if John Barnes doesn't play? Not a top selling point, is it?



GRAPHICS 80 · PLAYABILITY 80 · ADDICTIVENESS 78 · SOUND 80 · **79**

EURO CLUB SOCCER
Virgin/Mega Drive/£tba

The latest attempt to produce a decent football game on the Mega Drive is an adaption of *Manchester United Europe* – a sideways-on, view-from-the-stands job. Its many features include selectable instant replay, a movable target for set-piece aiming, a detailed kit-design option that even goes as far as the stripes on the shorts, a tournament that up to eight human players can take part in (or a good old one-off game), a host of European teams to choose from, and a 'kick the ball in a different direction to that which you're running in' facility. You start by selecting a European country, and then one of the clubs from that country – only the leading clubs are represented, so you can't, for example, be Brentford. In tournament mode, home and away legs are played. The graphics are very good (and nicely-animated), but once again, the gameplay of a Mega Drive football game is a slight let-down. It's rather slow, and once you've mastered the 'kicking where you're not running' bit (for want of a punchier name), it's a bit easy – the ball sticks to your player's foot like a French man to a stripey pullover. It's better in two-player mode, of course, and if you can get seven friends round it's a real laugh. An easy game isn't necessarily a bad game, and this is worth a look. It's easily the best MD footie game so far, so if you're desperate it's either this or shelling out for a Master Sytem converter and *Super Kick Off*. Or, wait in the hope that if the MD version of *Super Kick Off* appears, it'll be worth it.



GRAPHICS 89 · PLAYABILITY 80 · ADDICTIVENESS 79 · SOUND 80 · **80**

STRIKER
Rage/1Meg Amiga/ST/£25.99

Striker has a third person viewpoint similar to _Super Formation Soccer_ on the SNES, except during penalties, when it pans smoothly down to a lower angle. As Big Big Ron Atko would say, "The lad _Striker_'s more than quick." In fact, _Striker_ has selectable playing speed options, from a sedate, Molby-like pace to blisteringly fast – you can switch off the incidental pitch-markings and really feel the g-force ripple your cheeks. There are 64 national teams, a voguish scan option for set-pieces, and a selectable full video-style replay facility. From the look of the demos, the graphics are smart and the action seriously frenetic. The flight of the ball is a bit beach-bally at times, but it looks as if it may be a serious contender. A seriously skill game – highly recommended.

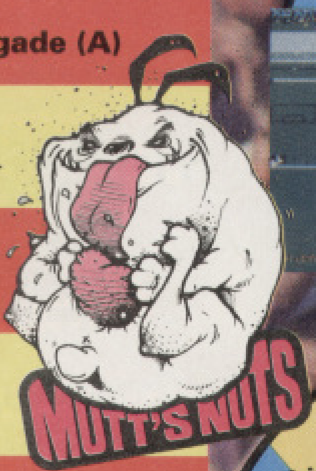


GRAPHICS 88 · PLAYABILITY 90 · ADDICTIVENESS 86 · SOUND 85 · **90**

Back of a bus drawn by Glen McBeth.

TOP OF THE LEAGUE

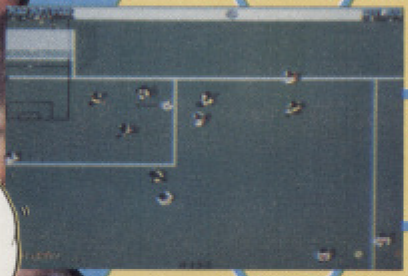
1. **SENSIBLE SOCCER** Sensible Software/Renegade (A)
2. **STRIKER** Rage (A, ST)
3. **KICK OFF 2** Anco (A, ST)
4. **SUPER KICK OFF** Anco (GG)
5. **CHAMPIONS OF EUROPE** TekMagic (MS)
6. **SUPER KICK OFF** Anco (MS)
7. **SUPER FORMATION SOCCER** Nintendo (SN)
8. **EURO CLUB SOCCER** Virgin (MD)
9. **JOHN BARNES EUROPEAN** Football Krisalis (A)
10. **ENGLAND CHAMPIONSHIP** Special Grandslam (A)



KICK OFF 2

Anco/Amiga,ST,PC/£24.99

Upgrade of the game that made Anco. For a long time, despite its bugs, it was *the* two-player arcade sports game.



Note that the PC version is a complete waste of time. Myriad data disks are available now, and the original *Kick Off* is now available on budget.

ENGLAND CHAMPIONSHIP SPECIAL

Grandslam/Amiga,ST,PC/£25.99

Although this was released last year, it's based on this year's European Championships – presumably they thought they'd take a lot longer to program it. There's quite a good team selection screen, with pocket biogs and digitised pictures of the England squad, but as it's an England game you can't play as anybody else. Another fairly playable two-player, top-down, eight-way scrolling jobbie. Worth a look.

MANCHESTER UNITED EUROPE

Krisalis/Amiga, ST/£25.99

Man United mark two, this time with European opponents and improved arcade gameplay. Lord Paul Lakin thinks this is one of the best all-round football games going. He may well be right.



SUPER KICK OFF

Anco/US Gold/ Game Gear/£29.99

If anything, even better than the Master System version. The difference between this and the Nintendo versions is that Sega's were codedby people who know a bit about football.

SENSIBLE SOCCER

Sensible Software/Renegade/Amiga,ST/£25.99

This game is the dog's. There's a wonderful feel to this game that all the classic games seem to have – like *EA Hockey* on the MD or *Super Tennis* on the SNES. The sort of game that makes you get a silly smile when you first have a go, the sort that makes you think: "The more I play this, the more I'll like it." There are loads of national and European clubs to choose from, with full squads of players. The level of detail is very good – there's a smart automatic ac tion replay, and you get the 10 best highlights after each match. The defence even forms walls at free-kicks in dangerous positions.



It's great fun to play, and the movement of the ball and nicely-defined players is spot on. Rather than the pitch seeming to move around the ball, like in *Kick Off*, the ball moves and the pitch moves to frame the action. You can also see more of the pitch at once than in most top-down viewed games. The sound is great – the football sounds like a football being kicked, the crowd roars and groans and, if the action gets particularly exciting, even performs Mexican waves. Well sensible. In fact, bleedin' fab.

GRAPHICS	PLAYABILITY	ADDICTIVENESS	SOUND	OVERALL
90	92	90	87	92

CHAMPIONS OF EUROPE

TeKMagik/Master System/34.99

This is the officially-licensed game for the European Championships. This means that TekMagik are the only ones who can put the crap Walt Disney-designed, headband-clad bunny logo on the game's packaging. I wonder why Americans think that if they want a character to appear cool it has to have a headband? The only truly cool headgear is actually a fez - wearing a headband just means you're probably a lesbian tennis player. Anyway, crap logo aside, this game's a bit of a title contender - you have the choice of 34 teams (the groupings are randomly-generated each time) and there's a one or two-player option, although unfortunately poor old player two has to play for all the opponents of player one. There are the standard options, such as wind-speed, weather and aftertouch, but also some interesting newies: a Different Referees facility that can make the difference between an unpenalised clogging match and a seven-a-side game; and an acceleration mode, where you can get your players to expend extra effort in short bursts.

Champions Of Europe compares very well to *Super Kick Off*. The 75-degree viewing angle is good and the sprites are more detailed. If anything, the game is a little faster. It's easier to control the ball and there's a wider variety of teams to choose from. There are a couple of very minor niggles: the collision detection is occasionally a bit generous with the goalies, and the 'change formation while in possession' option, although innovative, is a little impractical – by the time you've selected the new formation, you don't have the ball any more. But Overall, *Champs* is an excellent game.



GRAPHICS	PLAYABILITY	ADDICTIVENESS	SOUND	OVERALL
89	90	86	85	87

SUPER SOCCER

Human/SNES/34.99

This is the game that's been used to advertise the launch of the Super NES on TV. It's a third person perspective, multi-directional scroller with great cartoony graphics. Although the passing button isn't really practical, and it's basically a 'hoof the ball about' game, it's still an absolute classic in two-player mode – it's fast-paced, addictive and thoroughly entertaining. Lacks only a replay facility. It's worth buying a Super NES just for this game.



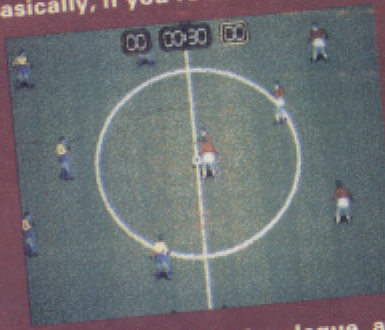
CHUFF!

PLOP

EUROPEAN CHAMPIONSHIP 1992

Elite/Amiga, ST, PC/£25.99,£19.99,£29.99

Euro Champ '92 is a conversion of the old Tecmo *World Cup 1990* arcade game, with the title altered to make it seem modern. It's already been made into a rather poor, one-dimensional Mega Drive game, and now it's coming out as an equally poor, one-dimensional 16-Bit game. Basically, if you're an Amiga or ST



owner, avoid it like the plague, and stop reading here. It's only really of interest to PC owners desperate for a football game. There are no decent PC games at all, and this is at least playable. Let's face it, however, not that many PC owners have a two-joystick set-up, so basically you're going to be playing against the computer, which has annoyingly psychic goalkeepers.

There's little variation in the type of shots you can produce - put a bell in the ball and a blind person would have time to save the shots on goal. The sound overall is poor, even with a sound card, the graphics are weak even in VGA mode and the animation is mediocre. The sum of all this is a game that really is only for the seriously desperate PC owner who, after the abortion that was *Kick Off 2*, must by now be despairing of ever getting a decent game on their format.



MANCHESTER UNITED

Krisalis/Amiga, ST/£25.99



Combines arcade gameplaying with management role-playing to reasonable effect. Management options are extensive, and include customised training for individual players. The arcade section is a tad slow-moving, but it can't be judged by this alone. Precursor to *Manchester United Europe*.

SUBBUTEO

Electronic Zoo/Amiga/£25.99

A complete and utter waste of time. If you want to play *Subbuteo*, buy a bloody *Subbuteo* set.

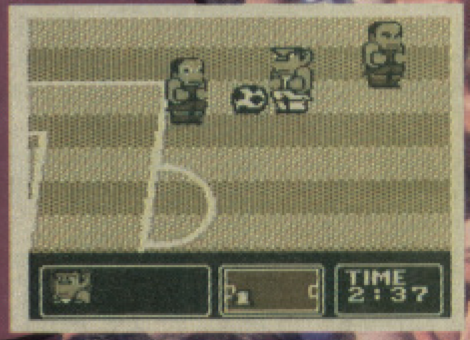


PAAAARP!

NINTENDO WORLD CUP

Nintendo/Game Boy/£21.99

One player control. Options choose whether your team-mates dribble or pass, and shoot or leave all that fancy stuff to you. In-game, you tell your team-mates when to tackle and pass the ball to you. Your players all look like King Rollo, but unfortunately the game's not as good as King Rollo.



POO!

TECMO WORLD CUP 1992

Sega/Mega Drive/£tba

Inaccurately-named conversion of Tecmo's *World Cup 1990*. Viewed sideways-on it looks a bit like the original, but it's really pretty crap. Dead easy, even on 'hard' setting, and boring after three minutes.

GAZZA'S SUPER SOCCER I & II

Empire/Amiga, ST/£24.99

What can I say? Addictive, smoothly scrolling, fast-paced action, instinctive controls, beautiful graphics and sound... these games have none of these.



BOTTOM OF THE LEAGUE

11 **MANCHESTER UNITED EUROPE** Krisalis (A,ST)

12 **MANCHESTER UNITED** Krisalis (A. ST)

13 **WORLD CHAMPIONSHIP SOCCER** Sega/Elite (A)

14 **WORLD CUP ITALIA '90** Sega (MD)

15 **EUROPEAN CHAMPIONSHIP 1992** Elite (A, ST, PC)

16 **TECMO WORLD CUP '92** Sega (MD)

17 **KICK OFF** Nintendo (N)

18 **MICROPROSE SOCCER** MicroProse (A, ST)

19 **WORLD CUP SOCCER ITALIA '90** Sega (MD)

20 **NINTENDO WORLD CUP** Nintendo (GB)

21 **KICK OFF** Nintendo (GB)

22 **GAZZA'S SUPER SOCCER** Empire (A, ST)

23 **SUBBUTEO** Electronic Zoo (A)

24 **EVERTON FC INTELLIGENSIA** Amfas (A)

25 **GOAL** Jaleco/Nintendo (NS)

26 **FOOTBALLER OF THE YEAR 2** Gremlin (ST)

CHUFF!

CHUFF!

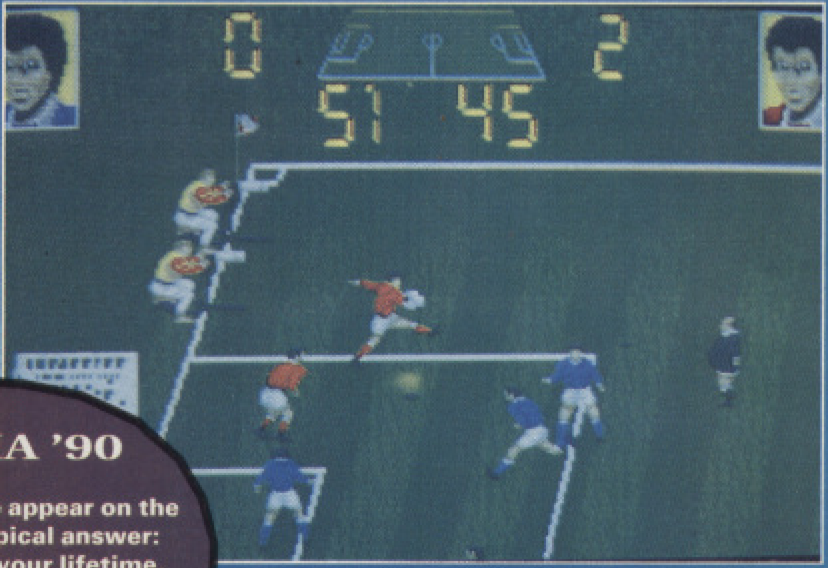
NEW TALENT

GOAL
Jaleco/NES/£39.99



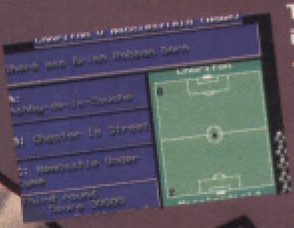
This has to be seen to be believed. The viewing angle seems to be from a Goodyear blimp piloted by a drunken lunatic, the players look like architects' symbols and can actually run through each other. And the pitch looks like a 1970's carpet tile.

EUROPEAN FOOTBALL CHAMP
Domark/Amiga, ST/£?25.99



This conversion of Taito's popular coin-op, for one or two players, promises to introduce a spot of long-overdue calculated violence into football games. As well as all the usual stuff like corners, throw-ins and free kicks, it will be quite possible to shirt-pull, elbow, knee or even kick another player (as long as you don't get caught by the ref). So it should appeal to the Pat Van Den Hauwes among you. It should be in the shops as you read this.

EVERTON FC INTELLIGENTSIA
Amfas/Amiga/£19.99



This is neither arcade footie game nor strategy game – it's a quiz. Answer questions correctly to score goals - get answers wrong and the opposition score. Naff. Rather like Everton themselves, in fact.

PARP!

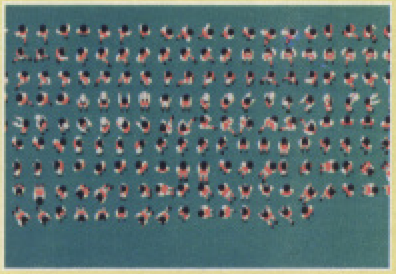
WORLD CUP ITALIA '90
Sega/Mega Drive/19.99



Yet another Kick-Off overhead-view type that has caused many an anguished letter to magazines everywhere, asking when a decent footie game's going to appear on the MD. (Typical answer: "Not in your lifetime, winklebreath.) Claustrophobic, crap graphics.

ARSENAL FC - The Computer Game
Thalamus/Amiga, ST, PC/£25.99





Thalamus's first football game is a mainly arcadey effort, with a bit of a managey section thrown in. It promises digitised loading screens with full squad information and the facility to update the team yourself. Play your way through the league and domestic cups as well as a European campaign and try to live down the chant, "Boring, boring Arsenal." Hah!

KICK OFF
Nintendo/Game Boy/£25.99

The gameplay's terrible, and it's far too small to see what's going on anyway, once the screen starts scrolling.

KICK OFF
Nintendo/SNES/£tba

Crap.

KICK OFF
Nintendo/NES/£35.99

Even worse.

WORLD CUP SOCCER ITALIA '90
Virgin Mastertronic/Amiga, ST/£9.99



Two teams of prancing idiots rush up and down a rather poorly-scrolling three-quarter view pitch looking like the dancers from *Summertime Special* (until somebody takes the ball into the opposition's area, whereupon the viewpoint shifts in an alarming fashion to ground level). Not recommended.

KICK OFF 3
Anco/Amiga, ST/£tba



Yes, the daddy of 'em all is back, desperate to regain its crown from the upstart *Sensible Soccer*. From what we've seen so far, it looks to be a bit of a corker. Will they sort out the minor bugs that plagued *I* and *II*? It won't be long before we know. I can hardly wait.

PAAARP!

WORLD CHAMPIONSHIP SOCCER
Sega/Elite/Amiga/£25.99



Top-down viewed, *Kick-Off 2* lookalike with bigger sprites and 'velcro boot and ball' effect. Vaguely playable in two-player mode, but there are too many better games around to buy this.

SHUTTLE

"In space, no-one can hear you scream," as they say. However, when DUNCAN MACDONALD saw how many dials and buttons there were in the ST version of Virgin's space shuttle simulator, everyone in London heard him scream. Then he blacked out...

Er... where am I? What am I doing here? Aaaargh! Oh no! It's all flooding back horribly. I was looking at Shuttle from Virgin Games when I pressed a function key and up popped the control panel (or should I say one of the zillions of control panels)... then everything started to go squiffy. Dials... buttons... Oh no! There they are again. Blaaaaaaa!!! (Duncan just blacked out for the second time, so I've phoned NASA for help. Ed.)

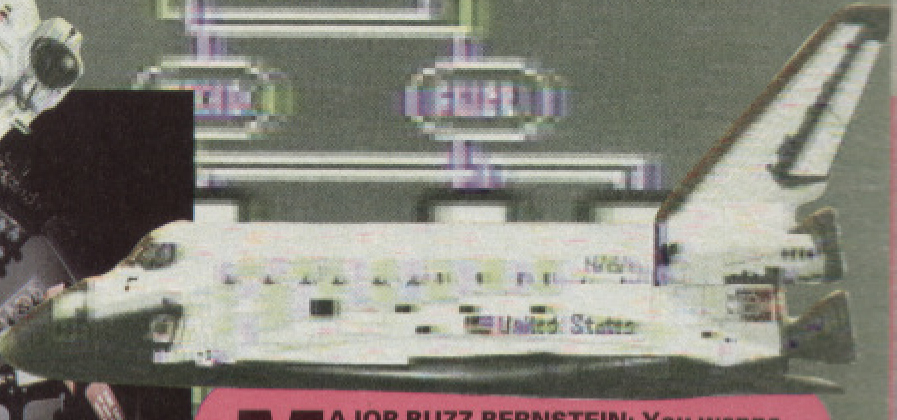
ESTEE

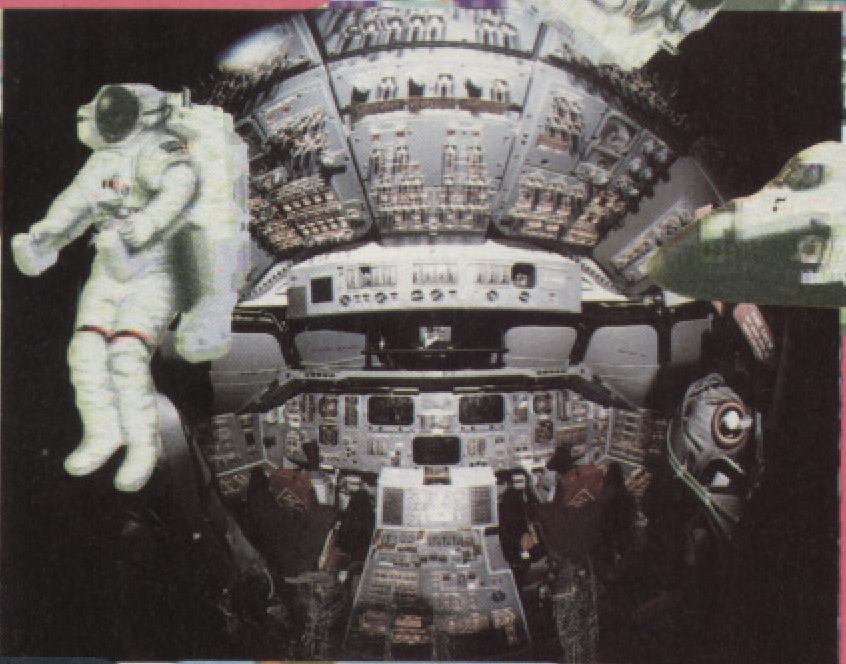
MAJOR BUZZ BERNSTEIN: Hello, I'm Major Buzz Bernstein – 'Major' to my friends, wife and parents. I'm here to help, because I hear that some lily-livered Limey civilian computer game reviewer just can't take what we at NASA call 'instrumentation overloadisation'. Sure, so the shuttle has some switches and dials, but hey – it's quite a machine... it needs 'em.

Back in the Eighties it looked like there was a trend towards simplicity of design coming into vogue – the NASA back room boys were seriously talking about ripping the instrument panels apart and replacing them with one 'on' switch and one 'off' switch. Lucky they didn't, huh? After all, there's nothing glamorous or exciting about piloting a machine your grandmother could fly. Hell no!

Anyway, so I've gotta help out on this review. Well, what can I say – the Vektor Grafix boys, who coded the game, got all the information and shuttle blueprints from NASA themselves, so accuracy is not an issue. It's accurate – near as dammit. To me, with my fully-trained astronaut's eye, I can breeze through this sim from beginning to end. I can implement all the start-up procedures, I can put the baby in any orbit I desire, I can do the space-walking, I can mend the satellites... everything. So what do I add?

Hang on, Duncan's coming round. DUNC: Uuuuh? Oh no, not *Shuttle* from Virgin... Uuurk. *(Oh, he's collapsed again. Better go back to the Major. Ed.)*



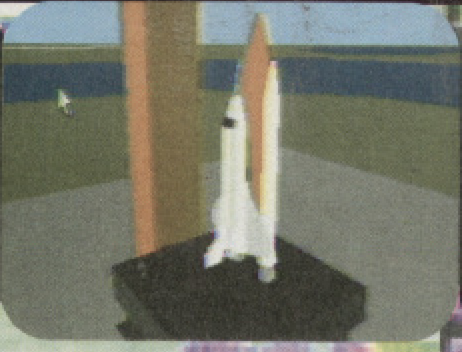


SHUTTLE: out now from Virgin on ST, £30.99

MAJOR BUZZ BERNSTEIN: You wanna know more about the missions? Well, there are 12 in all, and while that may not sound like a whole heap of plenty, space missions sure ain't like your average airplane missions. No sir! In a space flight you kinda take your time and press a whole lotta buttons. You can click them on, click them off and everything. Flight computers too – you use the mouse t'enter the procedure numbers and the shuttle does the rest.

Ah, to be in orbit! It's lonely up there, and you can feel that in this game. You see the planet revolving way down below, and at the back of your mind you know that at the end of the already lengthy mission you've got to shut up shop, re-enter the atmosphere and glide back down for a safe landing. A mission ain't over till it's over, we always say. If you're like me, you'll love this game. If you ain't, you won't – a shoot 'em up it is not.





"This is Shuttle to Mission Control, over... experiencing problems with the little blue button on the left, over... She's breaking up!... AAAGH!"

MONKEY ISLAND II

LECHUCK'S REVENGE

Hurrah! It's here at last. The long-awaited Amiga version of MONKEY ISLAND II has hit the UK. AMAYA LOPEZ has waited several trillion years for ITV to show reruns of *Planet Of The Apes* so we gave her the simian classic to keep her quiet.





ISLAND HOPPING



Scabb Island

A pirate hell-hole and home of LeChuck's right-hand man – the snivelling Largo LaGrande. You can visit the village, Woodtick, to check out Wally The Cartographer's or get a job as a chef. There's also a cemetary on the island and the formidable residence of Mrs Mojo – the Voodoo Queen.





Dinky Island

No little toy cars here – just an old fossil called Herman Toothrot, a parrot and lots of very dense, explorable jungle with the odd dinosaur statue (fab).



Booty Island

Here you're on Governor Marley's territory, so it's house parties a-gogo. It's also a consumerist haven – you can get to do more shopping here than Emelda Marcos on a trolley dash through Dolcis. Visit the Antique Dealer, the Costume Shop and, if you're feeling macabre, Stan's Used Coffin Store. You could try winning your chick back, but be warned – you spell 'mong' in her books.

Phatt Island

Sadly not a weight watcher's heaven, but an intellectual's breeding ground – it houses the library. People tend to drown their sorrows after wrestling with Milton, Wordsworth and Jeffrey Archer.





MONKEY'S GUIDE

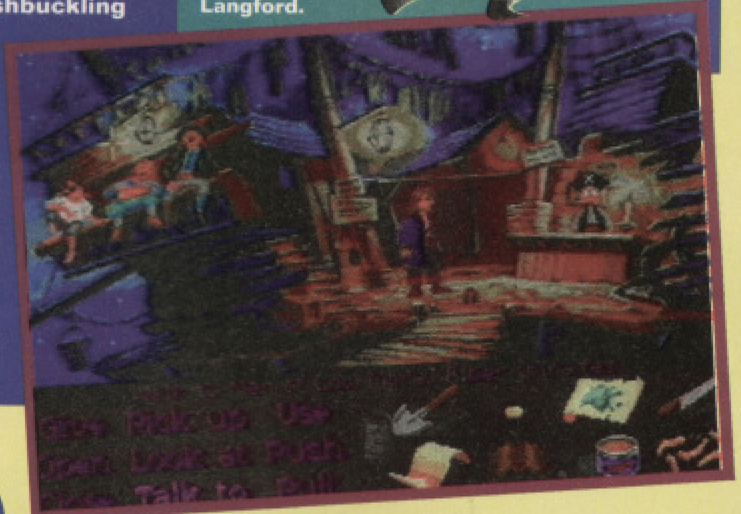


So you've never played a Lucasfilm graphic adventure before? Tsk, tsk – where have you been? You should know by know that Lucasfilm is the Marks and Sparks of graphic adventures. Well, for all you noncey novices, here's a quick summary of 'how to do it'. Basically, ever since its first adventure outing (*Loom*), Lucasfilm has used its own extremely smart control system. This beauty goes through life under the unfortunate name of SCUMM – an abbreviation of the following teccy snore: Script Creation Utility For Manic Mansion. SCUMM is tweaked and improved with every new adventure, so veterans of *Monkey Island 1* will notice that the items in your inventory are shown pictorially rather than as a long list of words. The game is mouse-controlled and thankfully requires no typing in of words. You simply click on the verb you want to use from the ones listed and then point to the area onscreen you want to do it to. So if you want Guybrush to wear a dress, you click on USE, then on the dress, and hey presto! – Guybrush *is* Bonnie Langford.



GRIPPING YARN

Okay, so you want to know the plot... but that would be telling, so here's a quick taster to get you going. Since *Monkey Island 1*, Guybrush has become a sorry fellow. Penniless and chickless, he's set for cardboard city until he hears through the piratevine about the treasure of Big Whoop. He's suddenly struck down (though sadly survives) by a wave of optimism and decides to embark on a new swashbuckling adventure. Trouble is he's stuck on Scabb Island where Largo LaGrande has enforced an embargo. Guybrush needs sort out Largo and get off the island. But is LeChuck really dead? And how much root beer can he take? Play on to find out...



AMIGA

Lucasfilm's wonderful sequel to *The Secret Of Monkey Island* was reviewed way back in our February issue on PC. And what an absolute corker it was. Stunning graphics, excellent gameplay, a wildly inventive, humorous storyline and superb sound effects. Naturally I was incredibly excited at the prospect of reviewing the Amiga version, but also slightly perturbed. Would it attain the PC version's excellence or would it be a disk-swopping nightmare? Well... let's have the bad news first: the Amiga version of the game comes on ELEVEN disks!!! That's even more than most Sierra adventures. But, funnily enough, it's not that much hassle. A lot of thought has gone into the swopping and it's certainly been minimised as much as possible. (Of course all you hard disk owners out there are laughing – "What's 'disk swopping'?" you cry in your best child of Thatcher voice.) The graphics are brilliant – almost as impressive as the PC's – along with the detailed animation of the characters. In addition, the iMUSE system (er... American for Interactive Music and Sound Effects – the system which simultaneously combines background music and sound effects) has been retained, and certainly works a treat. The two difficulty levels are still there, boasting different puzzles and a fab combination of old and new characters. Of course in all honesty I'd rather marry the PC version, but the Amiga version does come a close second.



Monkey Island 2: LeChuck's Revenge: out now from Lucasfilm/US Gold on Amiga, £37.99

BARE MONKEY FACTS

1. Guybrush Threepwood:



That's you. He is to pirates what Andi Peters is to Children's BBC. He also thinks he's so skill (after destroying LeChuck in *the Secret Of Monkey Island*) that he'll be able to uncover the treasure of Big Whoop, no probs. (Don't you just wish you were someone else?)

2. Governor Marley:



She used to be your girl, but has since got wise – she now lives in a huge mansion with a large private income (sigh) and endless parties.

3. Largo LaGrande:



The brown nose of the pirate world. He's as crawly bum-licky as they come – fawning around LeChuck and slagging him off behind his back. Pirates and loyalty, eh?

4. LeChuck:



The King of Pirates. A ghost with the charm of James Anderton at a gay rave. He's also got a far better memory than your average elephant and will never forget your unmentionable 'accident' with a bottle of root beer.

5. The Mojo:



The Russell Grant of Woodtick (only slightly better looking). There's nowt this woman can't predict – fans will recall her stunning debut in *The Secret Of Monkey Island*. – and 'voodoo' is her middle name.

GOING FOR GOLD!

WIN! SOME CORKING CARL LEWIS GOODIES!

Well jigger us backwards if Psygnosis isn't as pleased as punch with its brand new athletics game! Not only that, but it's grabbed a top notch licence to go with it – *The Carl Lewis Challenge*! Carl is the man with even more gold medals than Henry Kelly, so who better to endorse this new athletic sim? It will feature five events, including 100 metres, long jump, high jump, javelin and 100 metres hurdles, and will be available on Amiga, ST and PC as you read this.



SPOT THE BALL

NAME

ADDRESS

POSTCODE

COMPUTER FORMAT CDZE208A

RULES
- All entries must be in by Friday, August 28.
- Editor's decision is final.
- No employees of Psygnosis or Dennis Publishing please.

WHAT'S ON OFFER: Those kind Psygnosis chaps are giving one of you lucky blighters the chance to win some top prizes! Let's see now... there's a fantabulous, humungous poster of the great man – and it's framed and autographed! Then there's a pair of cool Mizuno trainers. It's a veritable sporting goodie bag and no mistake – there's even a Psygnosis T-Shirt, baseball cap and badge to boot! Runners-up won't feel left at the starting blocks, because there are 10 T-shirts, 10 baseball caps and 10 badges up for grabs too!

PLAY TO WIN: If you want a crack at the Carl goodies, simply study the picture, left, and – using your skill and judgement – mark a cross where you think the 'ball' is. (*Hang on, this is the wrong sport!? Ed.*) The winner will be the person who, in the judges' opinion, has placed the centre of his cross nearest Carl's ball. (*Er... are you sure about this? Ed.*) Once you've marked your cross (*Something's amiss here. Ed.*), simply fill in the coupon, cut out the photo and coupon (*Stop the compo – it's the wrong sport! Ed.*), pop the whole caboodle into an envelope and send it to: BLIMEY, THAT BEN JOHNSON – HE'S A BIT NIPPY, ISN'T HE? COMPO, (*Too late! Ed.*), ZERO, 19 BOLSOVER STREET, LONDON, W1P 7HJ.

COMPETITION TIME!



Win an amazing holiday to Disney Land *plus* £300 Spending money!

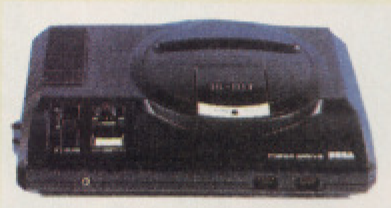
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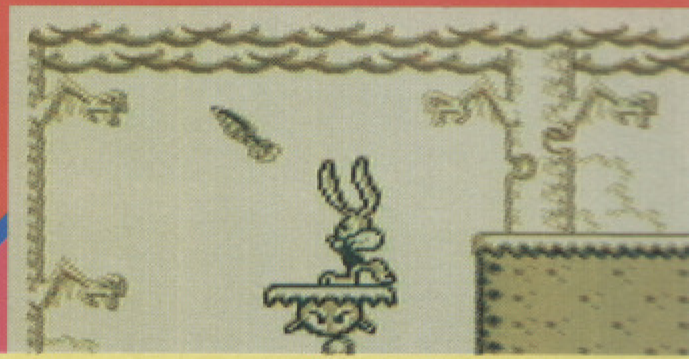
Calls charged at 36p per min. cheap, 48p per min. peaks.
Atlas Ltd.,CA2 5ND. Please ask persmission of the person who pays the bill before calling.

Competition times vary but normally last only a few minutes.


ITAIN'S BRIGHTEST HAND-HELD GAMES MAG
FISTFULL!
TOPS FOR GAME BOY, GAME GEAR & LYNX
EXCLUSIVE!
SUPER WWF
Grapplin'
From the people who brought you
GAME ZONE
EVERYTHING YOU EVER WANTED TO KNOW ABOUT HAND JOBS
ISSUE ONE IN YOUR NEWSAGENTS NOW!

hand jobs

Game Boy, Game Gear, Lynx – this is the place to check out the hottest new games on the coolest handhelds.



tiny toon adventures – babs' big break

Out in September from Konami, price tba

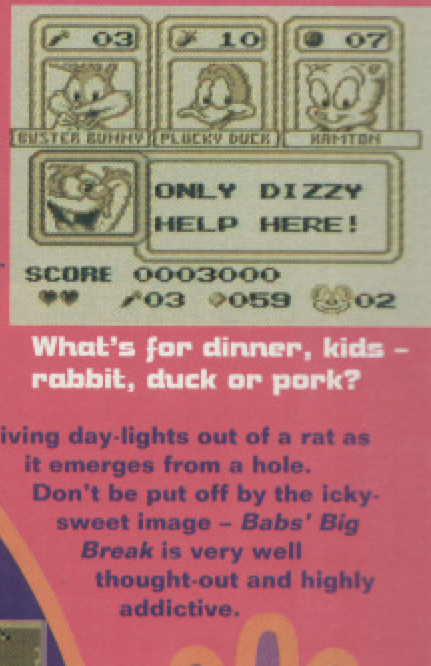
GAME BOY

Aaahh, those Tiny Toons are adorable, aren't they? This rose-tinted platform romp even features a cutesy version of the small child's best friend – the Pit Bull Terrier. Bless! And the player characters are cutesier still – there are three of them, and you can switch between them at any point in the action.

Each one's a lovable bundle of fun, but they differ in their weapon of choice. Buster Bunny favours an underarm lob of the carrot, Plucky Duck a bouncing, spin-bowled pineapple, while Hamton Pig prefers the clean kill by rolling a water melon at his victims. All this lethal fruit and veg can be picked up on route, along with gems and various power-ups.

There are a number of different sub-games to try, from a button-thumping sprint race against the likes of Book-worm and Little Beeper to a vermin thumping version of that excellent fair-ground game where you have to beat the living day-lights out of a rat as it emerges from a hole.

Don't be put off by the icky-sweet image – *Babs' Big Break* is very well thought-out and highly addictive.



What's for dinner, kids – rabbit, duck or pork?

86

addams family

Out in August from Ocean, £24.99

GAME BOY

The Addams Family, possibly the creepiest and kookiest family on the telly until Cheggers shacked up with Maggie Philbin, are now appearing on the Game Boy. You play Gomez, the cigar-chomping daddy. He returns home one day to find Morticia and the kids have been kidnapped and secreted about the premises, and the place over-run by a variety of nightmarish house-guests.

To help you reunite your brood there are a number of useful potions lying around which temporarilly transform our dapper hero into either a turbo-charged wolfman, an amphibious sea monster, a well 'ard Frankenstein or even an airborne vampire bat. There are also a number of weapons, ranging from throwing knives to golf clubs and other sporting accessories.

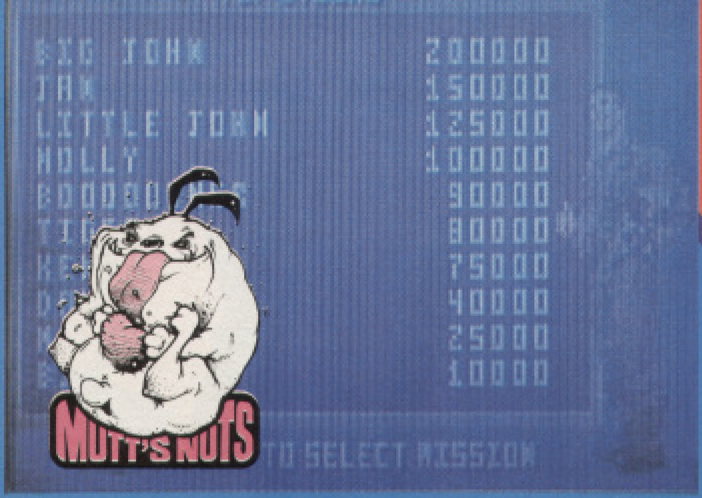
The game borrows a lot from other platform arcade adventures, but it's very well done for all that. The mansion, which makes the Bates Motel look positively inviting, contains many different rooms and there's no particular order in which you have to set about exploring it. Definitely worth a visit.



84

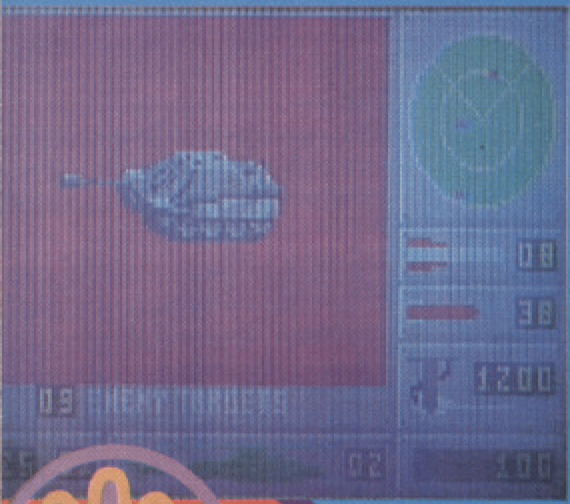
steel talons

Out now from Atari, £29.99



LYNX

Wow! Atari Games' smash-hit coin op *Steel Talons* has now made the mighty leap from arcade cabinet to the palm of your hands in this the latest cart for the Lynx. If you haven't seen the original, where the hell have you been - Mars!? It's a really skill-filled vector 3D helicopter combat sim that puts you in the hot seat of a state-of-the-art attack chopper. To call it a conversion of its arcade counterpoint is probably a tad tenuous since the original boasted 'realistic helicopter flight' with the cabinet offering rudder pedal bar, and two joysticks for the cyclic and collective. But as a helicopter combat game in its own right, *Steel Talons* is still smart.



You've got cannons and missiles, day and night missions, a handy map and target ID screen, and some pretty stiff mission times to beat.

Top graphics, twelve missions and even digitised speech make for an action-packed romp.

90

olympic gold

Out now from US Gold, £24.99



GAME GEAR

What a fine institution the Olympics are! The months of worry and preparation, the supreme effort on the day, followed by an agonising wait while the judges evaluate your score – and that's just the urine test! Now US Gold are offering you the chance to compete in six Olympic events without even raising a sweat. You can try 100m hurdles, hammer throw, archery, pole-vault, diving and swimming.

Play is very smooth and fast, and what with struggling against the wobbles in the archery and the possibility of belly-flopping horribly and losing your trunks in the diving. It's not just a case of manic button-tapping. Of course, as with all these athletics games, the chance of button damage to your handheld or sustaining a repetitive strain injury to your thumb is quite high. So put your physiotherapist on standby, grab a bottle of Lucozade, settle down on that floor cushion and go for gold!

87

battle

GAME BOY

After massive success on the NES, the amphibian characters with a skin-complaint theme are now out on the Game Boy. Rash and Pimple very much take back-seat roles in this game – they've been kid-napped by the evil Dark Queen, and it's up to Zitz to rescue them. There are loads of levels, each one chock-a-block with nasties (rats, snotballs and bloated, oinky, pig-thingies), and each ending with an end of level oi-boy. Thankfully Zitz does have the benefit of Professor Bird's advice and encouragement, and as well as being totally skilful at punching and kicking things, he can also use any weapons he finds. The levels are a varied mix of beat 'em up (with you hopping along on webbed foot), and horizontally-scrolling obstacle

batman returns

LYNX

The evil, nasty Penguin has stolen away a recently-discovered Gotham City ice princess and the fat, rich geek in the spandex tights with the serious personality disorder (Batman, not Rod Stewart) has to save her. Unfortunately, the Penguin has convinced the authorities that Batman himself has killed her, so he can't expect much help from the one-dimensional Irishmen who make up the boys in blue. There are four levels, with hundreds of baddies including a horrid, rough circus gang and Penguin Commandos (gripping shoes for people with webbed feet). The Penguin and Catwoman are heavily featured, and the graphics are great.



Out now from Atari, £29.99

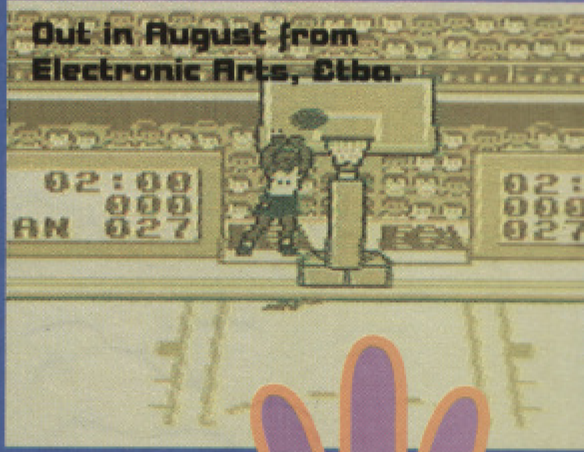
Unfortunately, you only have a punch and a rather noncey leap by way of fighting moves, and the rate of attack from the numerous baddies is such that you'll end up looking like a slapstick act from a silent movie if you stand around and fight. Even with a supply of batarangs and the somewhat caddish vials of acid (whatever happened to the good old British bobbie and his truncheon?) the only realistic way to make it through the levels is to run like crazy – hardly the most rewarding technique. Let's hope the film is better than this version of the game.

70

jordan vs bird
one on one

GAME BOY

Basketball? What a very unpromising game for software conversion. No eye-gouging, and you get sent off if you so much as a pull a knife. Still, Jordan Vs Bird isn't all bad despite this. The sport is reduced to its basics - two opponents, one basket. While an earlier version pitched Michael Jordan against Ronnie Corbett, in this he plays another basketball demi-god, Larry Bird. Larry is renowned for his long-range '3-point' shots, while Mr Jordan is famous for his skill at slam-dunking .



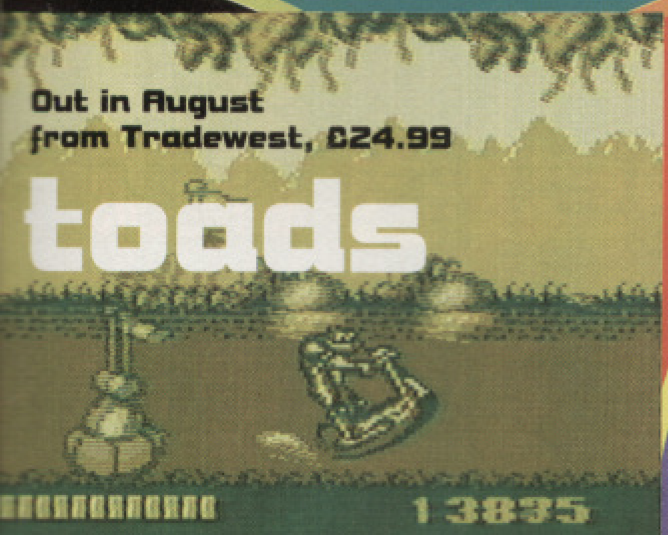
Out in August from Electronic Arts, £tba.

There are three sub-games: the 3-point game, in which you have a minute to make 25 long-distance shots; the slam-dunk frenzy, in which you practise the ten types of slam-dunk; and finally the full one-on-one, in which you use both these skills as well as blocking, stealing and faking shots to stomp all over your opponent.

The sprites move very well but you might find learning all the moves a bit snorey-snore.

70

toads



Out in August from Tradewest, £24.99

course (with you racing along on a jet-ski).

The music's smart, there are enough continues to get the weediest of gamesplayers deep into the higher levels, and despite a bit of flicker on some of the sprites, the graphics are very detailed and have a real cartoony feel. For instance, Zitz can do this fab trick where his fist swells up like a balloon, allowing him to punch the lights out of the hardest baddies. It's worth it just for that.

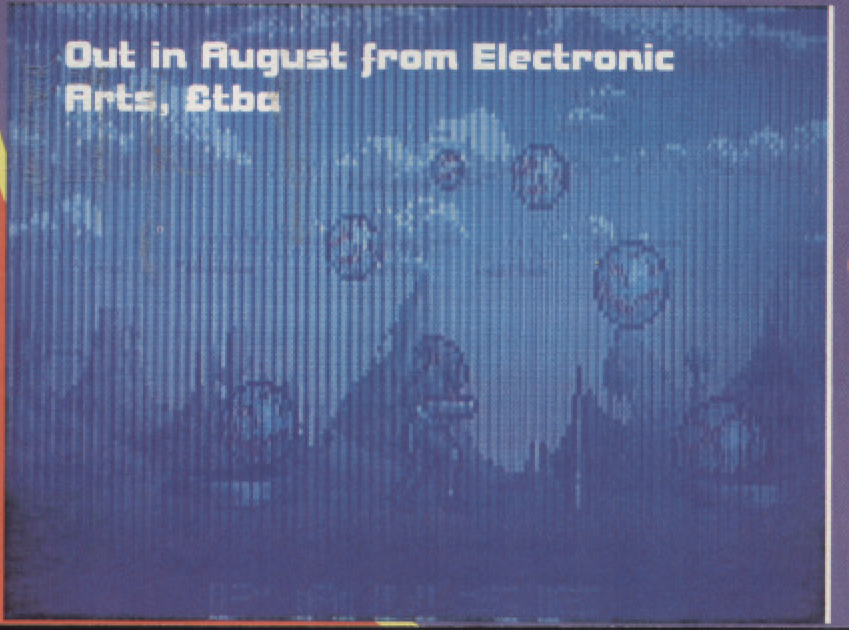
86

shadow of the beast

LYNX

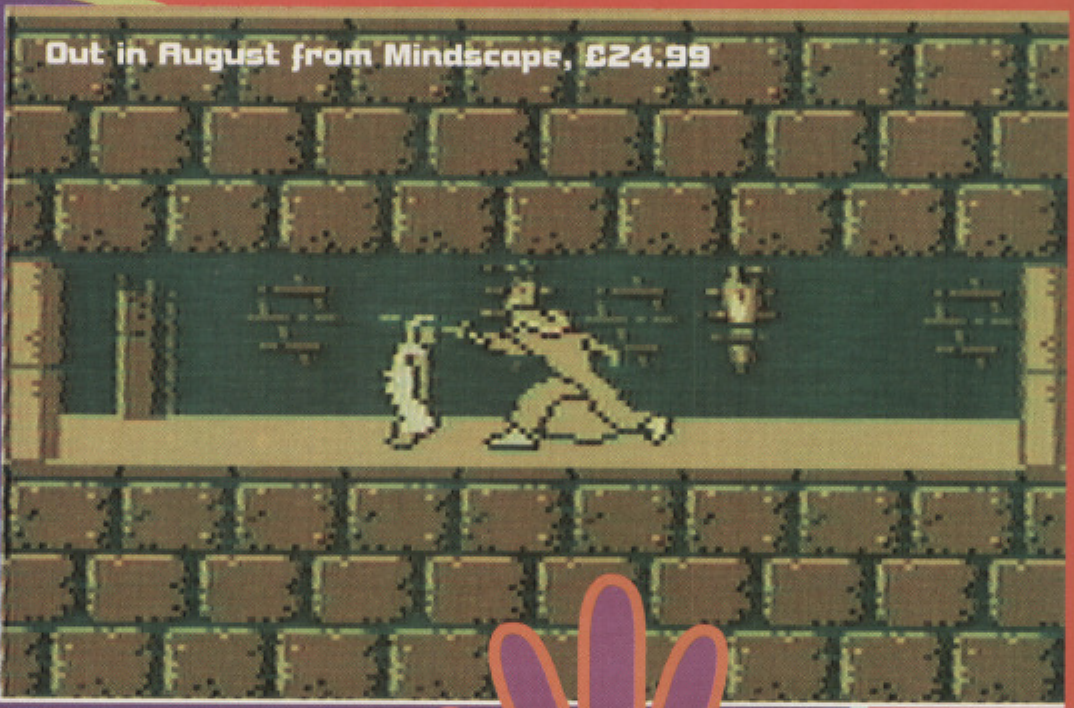
Shadow Of The Beast is an arcade adventure in which you play the beast-man of the title. He's an unusual choice for a hero – hairy, whiffy, and probably not house-trained. However, it wasn't always so – in happier times he was a naturally blond, clear-skinned young man (not unlike Chesney Hawks in fact, but without the mole), who was transformed into old bum-face by the evil Beast Mage. To regain his former body, the Beast has to explore all these various levels, beating off the Mage's cronies, collecting potions, guns and keys and solving numerous puzzles. Some of the levels are of the plain-old horizontally-scrolling type, while others are eight-way scrolling and full of ace platformy hi-jinks.

Shadow Of The Beast was a huge hit when it first appeared on the 16-bit computer formats, despite the fact that it had these huge, yawny loading breaks, turgid movement controls, and a complete lack of either continues, level codes, or anything to make the Beast's short life-span more palatable. The Lynx version has none of these problems while retaining all of the original's excellent non-linear gameplay. It's fast, very playable and rollicking good fun.



Out in August from Electronic Arts, £tba

89



Out in August from Mindscape, £24.99

GAME BOY

It's been out on just about every computer format in the world and now it's on the Game Boy. *Prince Of Persia* can at last be bought in Woolies or wherever – and the point here is that you really ought to buy it in Woolies (or wherever), because it's fantastic. Why? Well, for those of you who haven't already bought the cart on grey import, we'd better explain that *Prince Of Persia* is an arcade adventure/platform game in which the sprite animation and addictiveness are second to none.



The storyline is that you (the Prince Of Persia) have had your chick snatched by some bloke called the Grand Vizier. He's got her locked up at the top of his castle while you, at the start of the game, are locked up in the dungeons. So you've got to get to save her, basically – and it's not easy, because in your path are enemy sword fighters who are sometimes extremely hard to kill, guillotines that slosh down on your head, closed portcullises with cunningly-hidden floor switches, sections of floor which drop out from beneath your feet and so much more. It's a race against time too, because you've only got one hour to complete the game. The animation, as we said, is fantastic, and the control you have over the prince is awesome. He can make different-sized leaps, tiptoe along cautiously and even do such things as grab for ledges when he's falling to his death. We can't really do the game justice in such a small space, so our advice to you is go out, buy it now, and do justice to it yourself – you won't be disappointed.

Prince Of Persia is an all-time classic and the Game Boy version is no exception.

93

prince of persia

MUTT'S NUTS

GAME GEAR

Blimey, it's the *Prince Of Persia* again! So what about this version – is it the same story? Well, to cut a long story short, yes it is. If direct comparisons are to be made between the two hand-held versions, then maybe the Game Boy *Prince Of Persia* would win out ever so slightly, due to the slightly more instinctive feel you have when controlling the prince, and the fact that on the Game Gear the prince sprite moves just a fraction too quickly.

Having said that, the Game Gear version is pretty blinking fabbo. In fact it's better than that – it's bloody totally super. If you'd never played any other version of the game, you wouldn't even know there were any flaws at all. The brilliant sprite animation is here. The wide variety of available moves is here. The timer ticking away which panics you into making silly moves is here. The brilliant sword-fighting sections are here. The uncannily addictive gameplay is here. In fact everything is here. *Prince Of Persia* is the sort of game that gets you into trouble on coaches, as Mrs J Gloophouse of Kent explains: "I was on level five of *Prince Of Persia* when the driver announced over the Tannoy that our coach was on board the ferry, and that lunch was about to be served. I was on my way to Holland. I had meant to get off in Croydon. I had to pay £220 in excess fares."



Out in August from Domark, price £tba

91

BSE*

*BIG SCREEN ENTERTAINMENT

SPACE GUN '92
Taito

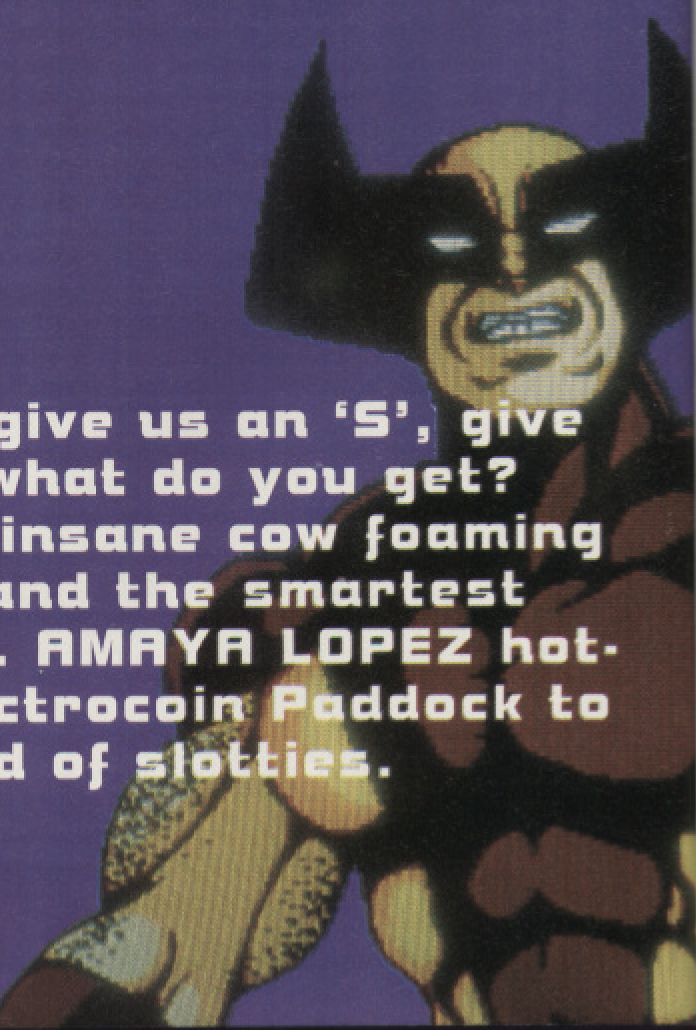
It's another humungous *Termie 2*-type cabinet again. You know the one – two menacing machine guns attached to the side, making more noise than the American army in 'Nam. The game's viewed from a first person perspective and you find yourself in the corridors of an enormous spaceship where you must gun down the aliens and rescue the desperate human hostages. Negotiating the monsters can be tough and they come in varying shapes and sizes: enormous, slimy green ones with more eyes than your local Spud-U-Like, horrific leggy spiders and monstrous grey stalkers.

Get trigger-happy with your *Oppo Wolf*-style cursor and the basts will burst open, almost letting their innards splatter in your chops. Mmmmm. If you pull the barrel you can switch weapons and there are lots of multi-coloured, oblong-shaped bonuses to collect like freeze bombs and smart bombs and a handy shock bomb which slices up the baddies quicker than Delia Smith. There'salso a neat foot pedal on the cabinet which allows you to make a run for it when you've suffered yet another surprise attack. Your job is also to rescue the pathetic human hostages – they squeal in pain when you accidentally misfire. There's loads of gore here and it's frightening that you can get such a buzz about the fact that it feels – and sounds – like a real machine gun. *Space Gun '92* is one sassy coin-op, not for the faint-hearted.









Give us a 'B', give us an 'S', give us an 'E' and what do you get? Er... a totally insane cow foaming at the mouth and the smartest arcade action ever. AMAYA LOPEZ hot-footed it to the Electrocoin Paddock to feed the latest herd of slotties.

UNDERCOVER COPS

Irem

There was once a happy town where everyone loved each other and spent their lives gaily watching reruns of *Little House On The Prairie*. Until, that is, a violent bunch of thugs started to trash the city. The mayor then appointed the City Sweepers in the form of Claude, Bubba and Flame to sort the basts out. You play one of these beauties, and first I opted for Flame (there's always either a Flame or Blaze in your average beat 'em up) who, as an ex-vigilante, was off to a flying start. With her high kicks and violent prowess, I had no problem stalking the beach area, giving the yobbos hell.

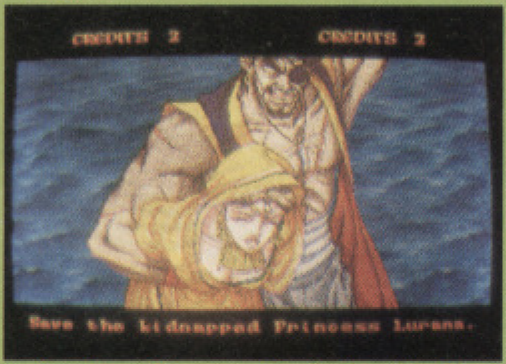
Maybe that was the problem – it just all seemed a mite too easy. By the time I realised the number of bonuses in the form of TV sets or other gadgets I had gathered, I had enough to open my own electrical shop. Then I went for the ex-Karate master Claude, whose penchant for huge iron bars made mincemeat of the enemy. Last, but by no means least, was Bubba, the former footballer, who was the most suited for a bit of duffing up.

Unfortunately, there's nothing wildly exciting about *Undercover Cops* – it's just another bog standard beat 'em up.



ARABIAN FIGHT

Sega



Ah, the glamour of Arabian nights – belly-dancing, Turkish delight, some rich sheik to spend all his moolah on you... except, as per usual, you've got to forsake your leisure-time in order to complete a mission. Basically, the beautiful and scantily-clad Princess Lurana has been kidnapped by the evil Sarabiss. One of his lizard henchmen swipes her off your ship during the first level, as Sarabiss (boo, hiss) intends to offer her as a sacrifice to God.

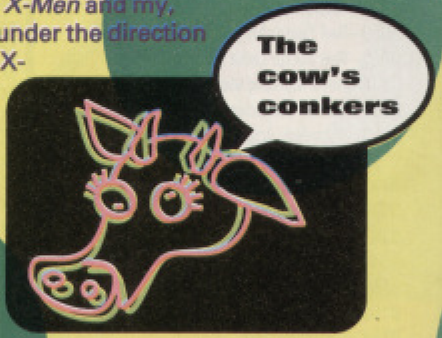
So off you go, battling desperately against an asssortment of foes to try to rescue your favourite royal. I chose Ramaya, the Princess' servant – an agile creature who unfortunately lurched into the most daunting situations without batting an eyelid. The action starts on a pirate ship and progresses to the desert, complete with bumbling camels, Egyptian temples and more ships. The graphics are superb – wonderful, atmospheric backdrops and huge, detailed, colourful sprites. There are spooky mummies, lethal Egyptian dancers, burly balloon-trousered slaves – putting you straight off that dream cruise down the Nile.

Magic bonuses are hidden in caskets and trunks: lamps, rings, wands and books which, when used, increase your killing power and are accompanied with crashing lightning and fire. You'd be advised to save these beauties for the likes of the hideous snakewoman – a green slime nightmare armed with a bow and arrow and a, er... bare chest. Or the revolting lizardman which'll pick you up and fling you from a great height if it catches you off guard. And then there's the Evil Shoulder, complete with eye patch and telescopic hooked claw especially designed to clamp your privates. *Arabian Fight* gives you a real run for your money and it's brilliant Shazaamin' fun.

X-MEN

Konami

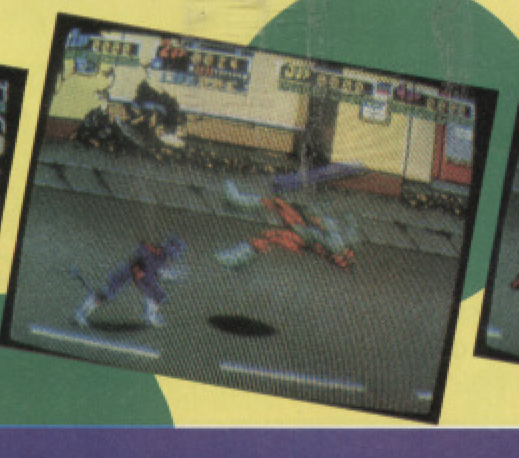
Following the recent trend of coin-ops featuring Marvel comic book heroes, Konami has released *X-Men* and my, what big men they are! This secret group of superhuman mutants possess special powers and, under the direction of Professor X, are determined to stop Magneto's Evil Mutants destroying the world. There's an X-Man here to cater for all tastes: Wolverine who has a nice line in retractable claws, Cyclops who can thwart his enemies with one glare (due to his handy optic force beam), Colossus who will Robocop himself into steel in moments of danger, and Nightcrawler a former Circus acrobat with more teleporting skills than Doctor Who. The remaining two probably wouldn't take too kindly to being tarnished with the 'Men' label as they're actually chicks. Storm is the mysterious African Princess who could put Michael Fish straight out of a job – she can control the weather with her mind – and Dazzler is an actress who converts sound into sonic light blasts.



So you choose your X-Person and journey forth to track down the Prof, who's been fool enough to be captured by the Evil Mutants. On the way you encounter Magneto's heinous thugs, who know no mercy. There are half-man, half-croc types, the Blob, who could do with taking a leaf out of Rosemary Conley's book, and the vicious Pyro whose fingertips shoot fire. They're pretty hard to negotiate but if you manage it, you'll find yourself on Island M, Magneto's secret hideout, where another X-Person, Kitty, is being held captive in a cave. Slaughter the giant bats, mud monsters, the White Queen and Juggernaut (your Prof's wicked step-brother) and you'll get to Asteroid M, the planet where the terrible Magneto is hiding – and the final showdown.

The graphics are marvellous – huge, cartoony sprites and atmospheric backdrops which, coupled with the booming, digitised sound, make you feel like jumping into the screen. *X-Men* is superb fun – challenging and horribly addicitve.









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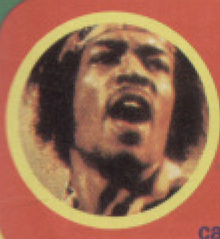
ELEPHANT FRIENDLY

Check out the Miracle's fab keyboard – none of that ebony and ivory rubbish, just 49 elephant-friendly plastic keys. There are 49 of them – all full-sized and velocity-sensitive, so it's just like playing a Steinway (sort of). Here are just some of the features which prompted the great Liberace to say of The Miracle: "Sorry, the what?":

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Win





PLAY AWAY

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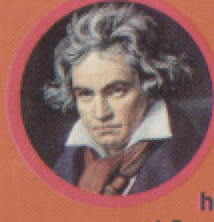


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All you have to do to win is ring up the ZERO hotline and, when prompted, give your answer to the questions printed on the right. Don't forget to leave your name and address and also the format of your games machine.



QUESTIONS

1) What did Ludwig van Beethoven do when he went deaf? Did he...
a) Listen to his music by clamping one end of his walking stick between his teeth and pressing the other to the soundboard of a piano.
b) Listen to his music by cranking up the reverb on his enormous Marshall amp stack.
c) Smash up his hotel room and choke on his own vomit.

2) Who invented the Tonic Sol-Fa system of musical notation (the one with all that doh, ray, me business)? Was it...
a) Alice Cooper.
b) John Curwen, who based it on a system devised by Guido d'Arezzo.
c) Julie Andrews.

3) Which of the following factors probably had the greatest influence on Johann Sebastian Bach's decision to take up the organ?
a) The thrashing riffs and excellent licks.
b) His brother Johann Cristoph, who brought him up, was himself a professional organist.
c) The Stylophone hadn't been invented yet.

***Dream on**

ROOKIE

Having been bullied as a kid into playing the Indian at 'cowboys and Indians', the German at 'war' and the nurse at 'doctors and nurses', MARTIN POND was understandably apprehensive about previewing ROOKIES, Virgin's new infantry sim, which supposedly combines elements of all three of these childhood pastimes. But once we'd held him down and made him eat enough grass, he soon agreed to do it.



AMIGA

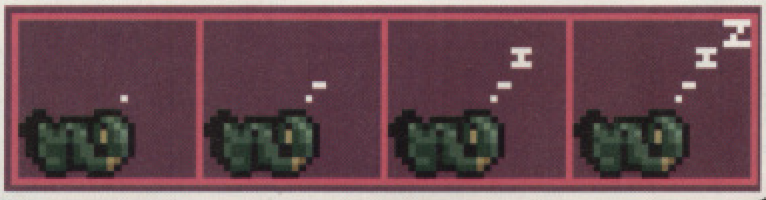
Ever fancied the delights of all those wacky infantry actions like they had at Flanders and Gallipoli, but without the inconvenience of soiling your khaki pants or dying? Now you can with *Rookies*, a skirmish simulator being developed by Perfect Set. The game features a *Populous*-style, 3D isometric point of view and a full mouse-driven point and click interface.

You will be given a certain number of troops for each mission – probably about twenty or so. Each will have an assortment of weapons including rifles, machine guns, grenades and flame-throwers. There'll also be bombs which can be used to take out more troublesome targets, 'though you'll have to make sure the sprite legs it before the timed fuse triggers off. Troops can also use mortars (although for added accuracy and playability these will be as precise as American air crews in the Gulf) and there'll be gun emplacements to try out too. Carnage a-gogo!

SQUADDIES

The game has been designed so that your band of stormtroopers are as 'cute yet aggressive' as possible – imagine the Andrex puppy with rabies and you'll have an idea of their character. For starters they're all diddy and scaled-down and secondly, they get up to all sorts of adorable antics if you ignore them. They sometimes trip over when walking on ice, get tired and emotional during night missions, and hot and bothered during the desert ones. If you leave one without orders for some time you may see him nip behind a tree for a piss, or even whip out a Game Boy for a quick go of *Tetris*.

On top of all the sounds of battle, a whole load of digitised speech is also planned. Again the emphasis here is definitely on the cutesy, so when your young boot-boys say "Eat this", it'll be like a script-reading of *Aliens* by Chip 'n' Dale. Meanwhile the "Hasta la vista, baby" will sound like Arnie on helium.





MEETING THEIR

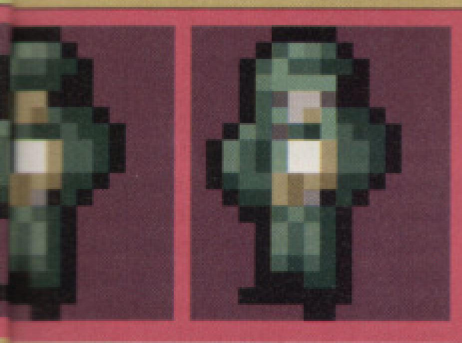
As well as the more pedestrian causes of death, your sprites can also be 'sent for an early bath' by way of some more unusual acts of God. A paratrooper may hurtle to the ground when his 'chute fails to open. Even if you could remind him to bend his knees on impact, it'd be no good – he's pancake.

S



SERGEANT BLOOD ON CONTROLLING YOUR ROOKIES

Now pay attention! You can select as many of your squad as you require at any time and order them to start yomping or shooting towards any point. Thus, when you say "JUMP!" your boys shriek "How high?" They'll readily carry out a Colonel H Jones-style pill box charge, throw themselves on a grenade or bayonet a kitten – and with none of the whiny backchat and bleeding heart sentimentality you get from the soft bedwetters in our own armed forces. Oi, you lad – git your 'air cut!



There are 50 missions in all – enough to make the Cockleshell Heroes reapply for jobs in the Catering Corps. There will be a variety of stuff to demolish, including bridges, dams, chemical plants, convoys, missile bases, docks and orphanages. Other mission scenarios will include...



MISSIONS IMPOSSIBLE

Rourke's Drift
Your men are on a bit of a sticky wicket here, holed up in a village with hordes of enemy closing in and supplies of Spam running dangerously low.

Jehovah's Witnesses
Your men don grey suits and go from house to house early one Sunday morning, knocking on doors and mopping up enemy snipers.

Whiffy Poo
A cloud of chemical warfare gases drifts towards a village of innocent civilians – you have to innoculate the population and take all the washing in off the line before everybody dies.

Napalm Nightmare
An enemy plane buzzes your gang, dropping a heavy napalm strike. Whether the Rookies end up well done or rare depends on how fast you can take it down.

Cell Block H
Rescue the POW's. Petition the Home Secretary, get the NAAFI to bake a cake with a file in it or go in guns blazing – the choice is yours.

"Lemmings with guns" is how Virgin are describing Rookies – and who am I to argue, especially as I've only seen three pics and a manual? Still, if it's got half the features the company is claiming, it should be just dandy anyway.

It'll certainly be interesting to see whether this title, or the other imminent Virgin release Cannon Fodder, will take top honours for the 'Lemmings with attitude' format.

More variety still will be added by snow, desert and night missions, while extra excitement will be found in the latter with helicopter patrols using sweeping searchlight beams to hunt down your men.

PROGRAMMER

Swimming carries similar dangers for your sprites – though all will eventually tire and drown, some will flounder and sink immediately, and an unfortunate few will end up as shark food. Electric cattle fences can also take a toll on your brave, if slightly dopey, army who will blunder into them willy-nilly.

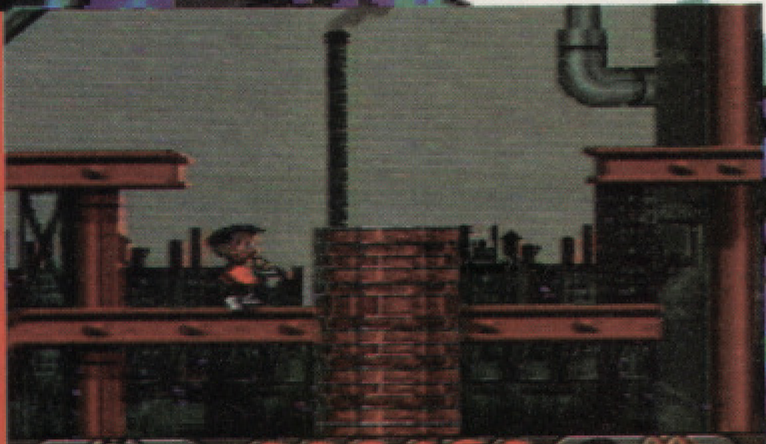


ROOKIES: available from Virgin on 1Meg Amiga sometime in the autumn. PC and ST owners will have to wait a while longer.

MC KIDS

Available from Virgin in Feb '93 on Mega Drive, £tba

Ronald McDonald, purveyor of fine foods the world over, has long had a bad press from those softies in the environment lobby. These filthy liars constantly portray Ronald as a freeloading capitalist who personally organises the relocation of whole tribes of Amazonian indians to make way for enormous beef farms-cum-death camps. Just to show how wrong they all are, every-one's favourite red-head is now the sponsor behind Virgin's new Green platform game, *MC Kids*. The game's got digitised sound and tricky puzzles, and thankfully the old ham himself only crops up rarely.







Available in from Ocean in July on Amiga & ST: £29.99; PC: £34.99

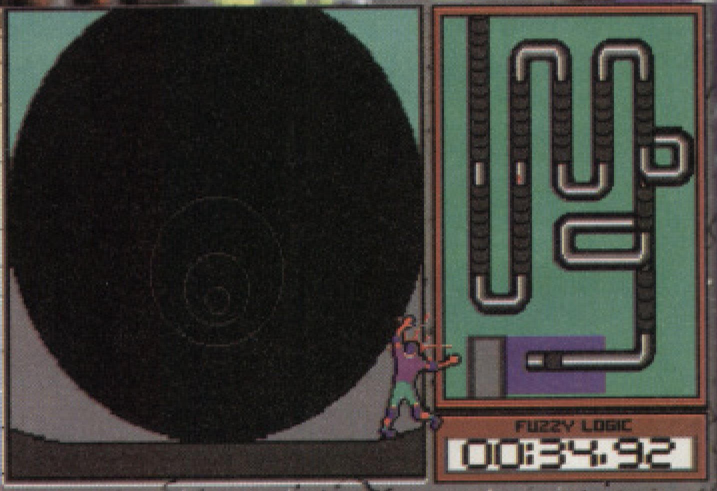
Hurrah – it's Olympic time again! But now all you armchair athletes won't have to wait up all night to catch the finals of the syn-chronised swimming – you'll be able to experience it all on your Amiga, ST or PC with *The Games Espana '92*. Events include running, hurdles, steeplechase, javelin, discus, hammer, shot-put, long jump, high jump, triple jump, and pole-vault. That's all fairly standard for an athletics game, but this one's also got a big management element. You set the training schedule, chat to the team doc to make sure a particular competitor doesn't get too puffed out, and you can even opt to pump your athlete with more anabolic steroids than a factory hen.



CALIFORNIA GAMES II

Available from US Gold, out now on ST, Amiga & PC, £tbc

Especially for all you sun-loving beach dudes, US Gold is releasing a sequel to its *California Games*. This time you get to try hang-gliding, snow-boarding, jet-surfing, bodyboard-ing and skateboarding – all with-out the risk of large and unsightly melanomas in later life, too. Three cheers for US Gold and dermatologists everywhere!



NES CHART

1. **RESCUE RANGERS** Nintendo
2. **SUPER MARIO BROS 3** Nintendo
3. **TERMINATOR II** Acclaim
4. **SUPER MARIO BROS 2** Nintendo
5. **SUPER KICK-OFF** Imagineer
6. **TURTLES 2** Konami
7. **LITTLE NEMO** Nintendo
8. **TURTLES 1** Konami
9. **DONKEY KONG CLASSICS** Nintendo
10. **WWF** Acclaim

HEAVEN AND EARTH

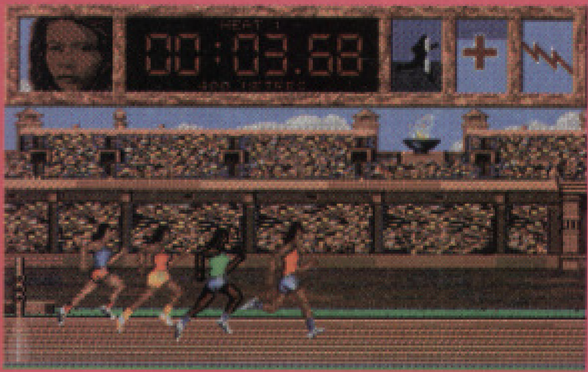
Available now from Infogrames on PC, £tba

Heaven And Earth is billed as a stunningly visual, cerebral and thought-provoking experience unlike any other *(apart from gutting fish, of course. Ed.)* It's a puzzley game divided into three different entertainment segments and set in the legendary kingdom of Shambhala. Designed by the same Disney people who were responsible for *Ishido* and *Shanghai*, it contains over 500 different brain teasers and challenges, animated simulations and even a Japanese card game called Hanafunda. Sounds a scream, doesn't it? If you're an oriental-puzzle freak, you're probably salivating right now. Well aren't you?

AMIGA CHART

1. **SENSIBLE SOCCER** Renegade
2. **LE CHUCK'S REVENGE** Lucasfilm
3. **STRIKER** Rage
4. **CHAMPIONSHIP MANAGER** Domark
5. **EPIC** Ocean
6. **GRAHAM TAYLOR** Krysalis
7. **EURO FOOTBALL CHAMPION** Domark
8. **THE MANAGER** Software 2000
9. **JAGUAR XJ220** Core Design
10. **FIRE AND ICE** Renegade

THE GAMES ESPANA '92





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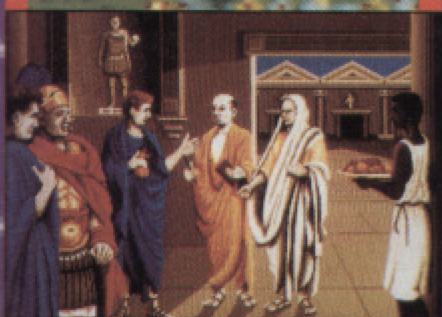
Available from US Gold on PC (Aug) and Amiga (Sept), £tba

This Science Fantasy role-playing game is set on Monsoon – a mysterious planet covered by a noxious cloud. The only cities exist on plateaux that jut beyond the miasma. With the aid of a point-and-click interface and a full-screen isometric display with animated characters, the game lets you create and lead a party of four people and a robot. The plot has you rescuing kidnapped diplomats, discovering the evil plans of the bad guys, and using a lot of Glade Air Freshener.



CAESAR

Available from Imp-ressions in September on Amiga, ST and PC, £tba



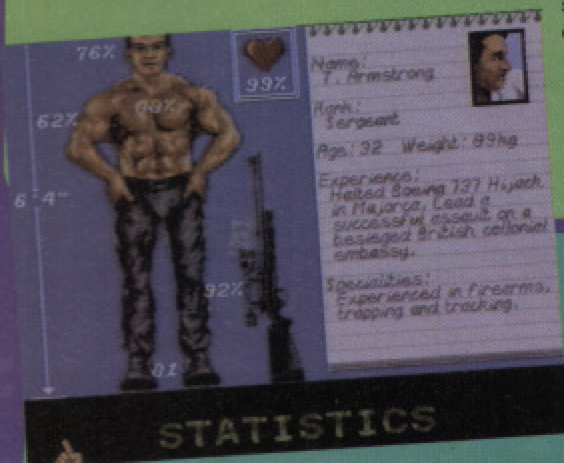
Caesar is a kingdom management and construction game set in ancient Rome. The overall aim of the game is to climb the corporate command structure and end up as Emperor. You build each city from scratch, building amphitheatres and baths to keep the plebs happy, temples and forums to boost culture, markets for your traders, and barracks to strengthen your armies. You also get to construct all those fab aquaducts and lovely, wide, straight roads the Romans went ga-ga over. In the meantime you have to unleash your cohorts upon all the grubby oiks (Picts, Gauls, Barbarians, etc) who get stroppy about you trying to civilise them.

If you've got the game *Cohort*, you can even load in the details and play out the battle in full.

SPECIAL SERVICES

From Krisalis, in September on Amiga, £tba

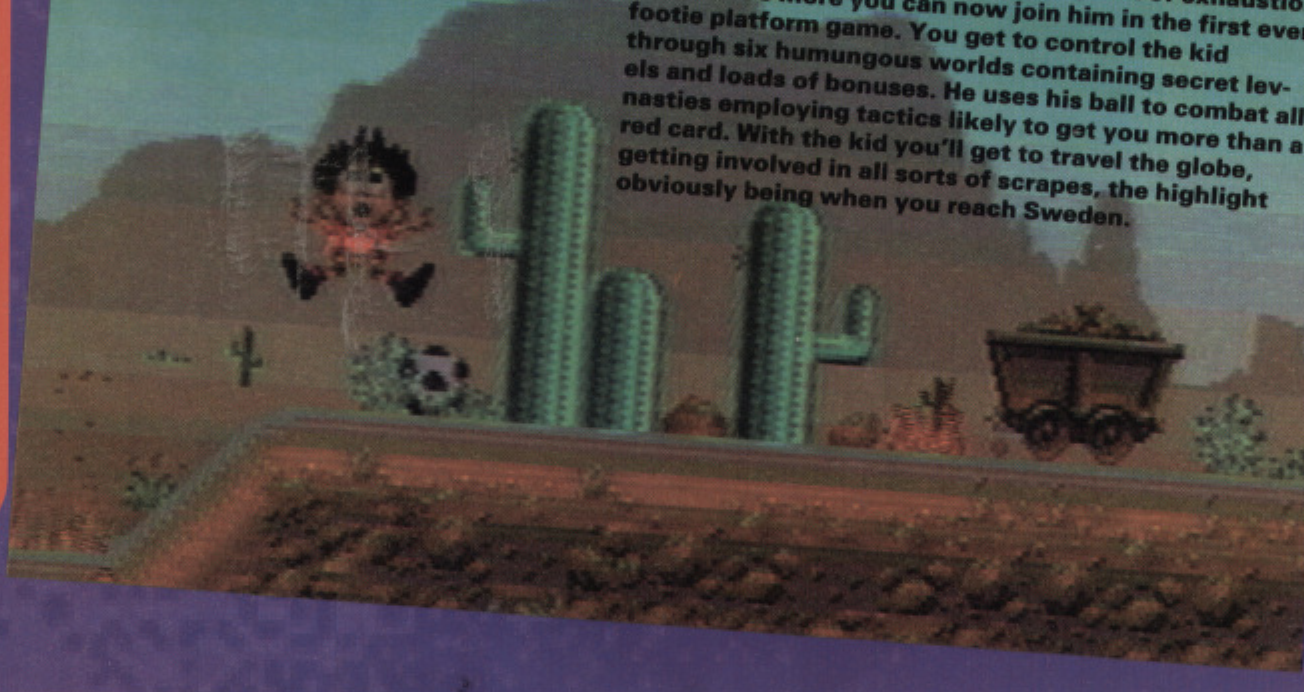
Thankfully nothing to do with Cynthia Payne and her posse, *Special Services* has everything to do with strategy. You're given the chance to control a team of men with a set number of action points for that turn. Whatever actions you make your men perform (oo-er) reduces the number of points available. Once these are all used up, it's time for the computer to have a bash. There are five planned missions in all – ranging from rescuing some prisoners from a jungle POW camp to destroying all the weapons in a Middle Eastern nuclear weapons factory. Fortunately you can hand pick specific men for certain jobs as each one has his own vital statistics such as weight, height, strength and reaction time. You can arm your commandos with SAS equipment and then send the crap ones on a mission of no return. There are also stealth sound modes, isometric landscapes and a mammoth database of available manpower and equipment. In short, everything for the Stormin' Normans of this world - and then some.



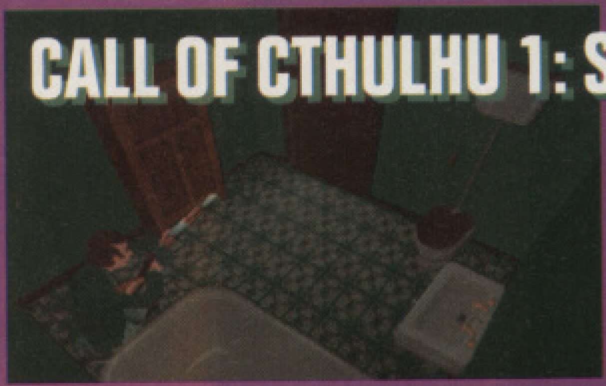
FOOTBALL KID

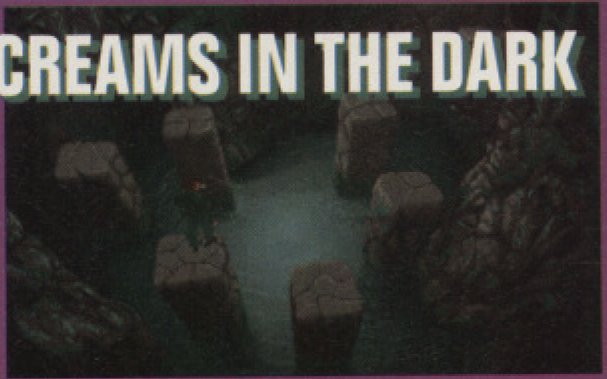
Available from Krisalis in October on Amiga, £tba – console versions to follow

Despite the reputation which now precedes all British footie fans, our kid is not to be swayed. He lives and breathes soccer to the point of exhaustion – and what's more you can now join him in the first ever footie platform game. You get to control the kid through six humungous worlds containing secret levels and loads of bonuses. He uses his ball to combat all nasties employing tactics likely to get you more than a red card. With the kid you'll get to travel the globe, getting involved in all sorts of scrapes, the highlight obviously being when you reach Sweden.



CALL OF CTHULHU 1: SCREAMS IN THE DARK



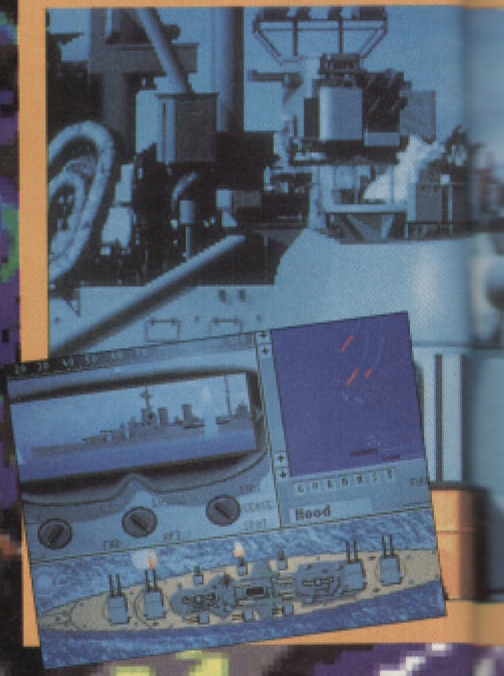


Available from Infogrames in September on PC, £tba

Screams In The Dark is an arcade adventure inspired by the *Call Of Cthulhu* – a series of novels by HP Lovecraft, the master of the unpleasant. The plot is set in in twenties Louisiana and involves a haunted house whose owner, a painter, has recently committed suicide. While investigating the man's death, you have to explore his mansion and deal with all manner of traps, demons and spooky goings-on. All the objects and characters are animated in full 3D, with the view of each room simulating the display from a security camera. Oh, it's too hard to explain – just take a butchers at the screenies...

Fans of Infogrames adventures will be pleased to learn that they're already working on the sequel to *Screams*, called *Shadows Of The Comet*, as well as a sequel to *Eternam*. Blimey, they'll wear themselves out, poor lambs.

GREAT N
NORTH AT



GAME BOY CHART

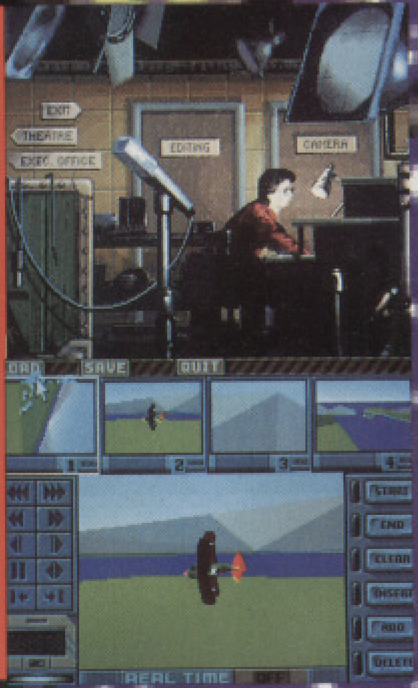
1. **TERMINATOR II** Acclaim
2. **WWF SUPERSTARS** Acclaim
3. **SUPER MARIO LAND** Nintendo
4. **SUPER KICK-OFF** Imagineer
5. **SIMPSONS ESCAPE** Acclaim
6. **DUCK TALES** Nintendo
7. **GOLF** Nintendo
8. **PACMAN** Nintendo
9. **DOUBLE DRAGON 2** Acclaim
10. **CHOPLIFTERS** JVC

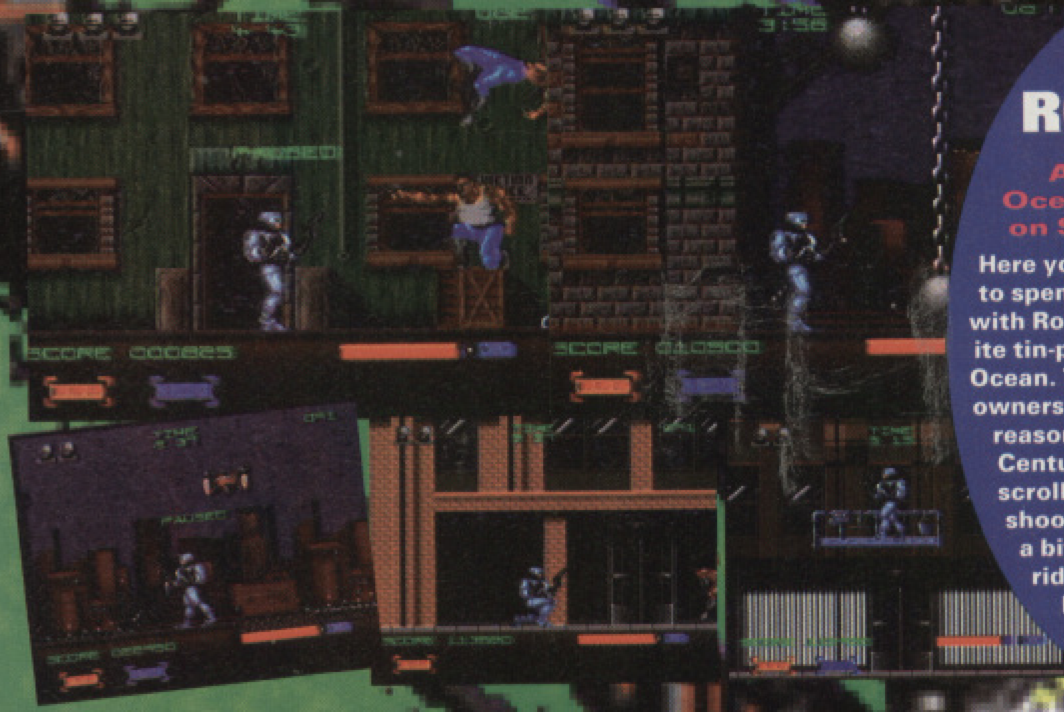
STUNT ISLAND

Available now from Infogrames on PC, £tba

Forget soppy old Lee Major's warnings at the end of the Fall Guy, now you can try this one at home, kids – Disney Software has come up with a package allowing you to design, fly and edit your own aerial stunt sequences. Called *Stunt Island*, it was developed with input from Hollywood stunt directors, so it's perfectly safe to use, too.

You arrange your stunt set using the 150 different props (trees, buildings, babies in prams, etc), then pick from the 10 types of aircraft (including a parachute and a hang-glider) in which to perform your death-defying antics. You can fly through explosions, under bridges and into hillsides, after which you can jazz up the footage with blood-curdling sound effects and up-tempo ditties ready for the première at the Stunt Island Théatre.





ROBOCOP 3

Available from Ocean in September on Super NES, £tba

Here you are – another chance to spend a day out on the beat with Robocop, Detroit's favourite tin-plate bobby, courtesy of Ocean. This time it's Super NES owners who get to exercise unreasonable force in the 21st Century. It's a horizontally-scrolling platform beat and shoot 'em up and features a bit with Roboplod joy-riding with a jet-pack. Lovely big sprites too – check these out.

ESTEE CHART

1. **GRAND PRIX** Sega
2. **MONKEY ISLAND** LucasFilm/US Gold
3. **ROBOCOP 3** Ocean
4. **WHIRLWIND SNOOKER** Virgin
5. **ANOTHER WORLD** Delphine/US Gold
6. **LEGEND** Mindscape
7. **RETURN TO EUROPE** Anco
8. **POWERMONGER WW1** Bullfrog/EA
9. **THEIR FINEST HOUR** Lucasfilm/US Gold
10. **HARLEQUIN** Gremlin

NAVAL BATTLES
LANTIC 1939-1943



Available from SSI/US Gold on 1Meg Amiga, out now, and PC, October, £tba

The design team who came up with *Silent Service II* have now turned their talents to matters above the waterline. *Great Naval Battles* is a jolly jack tar's romp around the high seas during the last war. It features digitised graphics, weather effects and details of the great battleships of that era. You can either fight single engagements or mini-campaigns (such as the hunt for the Bismarck), or even try out the entire campaign from '39 to '43 (and be treated to a number of cinematic docu-drama thingies showing key historical incidents). As Noel Coward said in *In Which We Serve*: "Oh, hello sailor!" *(No he didn't. Ed.)*

MARBLE MADNESS



Available from Virgin in August on Master System, £tba

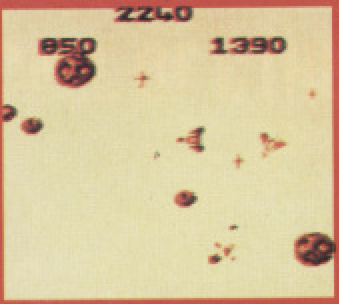
No, not a frenzied collect 'em up with a digitised Screaming Lord Elgin pillaging Greece of its treasures, but a puzzley arcade game in which you manoeuvre a marble though six obstacle courses. It's already appeared on practically all other formats, but now you lucky Master System owners can have a bash at negotiating the hammers, hoovers, drawbridges, acid pools and other fiendish traps.

MEGA DRIVE CHART

1	**DESERT STRIKE** Electronic Arts
2	**KID CHAMELEON** Sega
3	**E A HOCKEY** Electronic Arts
4	**STREETS OF RAGE** Sega
5	**ROAD RASH** Electronic Arts
6	**WINTER CHALLENGE** Accolade/Ballistic
7	**SUPER REAL BASKET-BALL** Sega
8	**HELL FIRE** Sega
9	**TEST DRIVE II** Accolade
10	**PGA GOLF TOUR** Electronic Arts

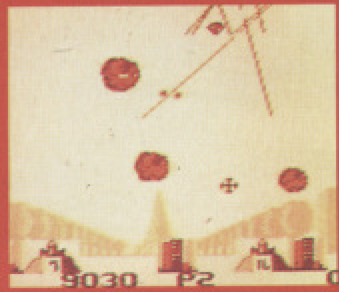
ACCOLADE'S OLDIES

Remember when *Streetfighter* was still in short trousers and the amusement halls were buzzing with games like *Asteroids, Missile Command,* and *Centipede*? Now these three classics are about to be dusted-off by Accolade and wheeled out on the Game Boy.



ASTEROIDS
Available late September, £19.99

Travelling deep in space, you take a wrong turn at that binary star and end up slap bang in the the middle of an asteroid belt. Surrounded by floating rocks and alien spaceships, your only chance is to come out shooting. You can also use a Game-link to play head-to-head with a chum.



MISSILE COMMAND
Available early October, £19.99

Thermo-nuclear death is raining down on all the cities of the world, so now it's up to you to as Supreme Defence Minister to fend off the ICBM's with your two anti-missile bases. The best bit is that the game lets you defend 16 cities.



CENTIPEDE
Available late September, £19.99

One of the biggest ever games to feature an anthropod in the title. A centipede comes hurtling towards your gun emplacement at the bottom of the screen – you have to blast its body segments away before it reaches you. There's also an assortment of other bugs, spiders and the like.





KGB

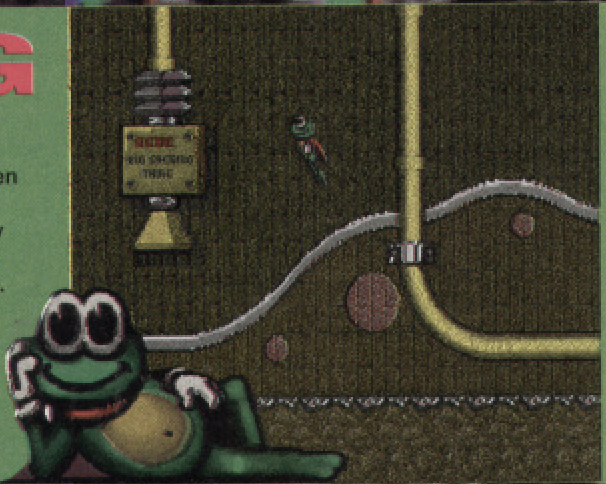
Available from Virgin in September on PC and Amiga, price £tba

Created by Cryo, the French programming team behind *Dune*, *KGB* puts you in the shoes of Maksim Rukov. He's a captain in the *KGB* who is transferred to 'Department P' – a service set up to investigate possible cases of corruption in the Russian secret police. You must successfully complete specific missions in each progressive chapter to unravel the conspiracies within the organisation. Blow it and your next transfer will be to the salt mines of Siberia.

SUPERFROG

Available from Team17 on Amiga in Sept/Oct, £25.99

Team17 – authors of *Alien Breed* and *Project-X* – have been working overtime on behalf of you arcade fans. Firstly they've come up with *Superfrog*, a game full of cartoony platform fun and digitised speech. You play a prince who has been turned into a frog by a snotty, evil witch called Margaret. The frog-like prince has to rescue his girlie and duff up the witch to regain human form. Luckily, by taking vitamins and Newcastle Brown Ale, our amphibious hero turns into Superfrog, with extra special powers! Apparently, "You'll believe a frog can fly"!! *(Don't blame me for all this, that's what they told me!! Ed.)*



assassin

Available from Team17 on Amiga in Sept/Oct, £25.99

Their second offering is another platformy shoot 'em up, but slightly less cutesy. You play a paid killer who's employed to penetrate a shady underground complex and wreak havoc. It's got five levels, loads of speech, packs of vicious dogs, hundreds of rogue machines and enough traps and snares to make a bunny rabbit give up and turn itself in quietly. The main sprite is able to run, jump, duck, swing, climb and fall – thanks to 200 frames of animation (that's more than Roger Moore has). Hurrah for Team 17!

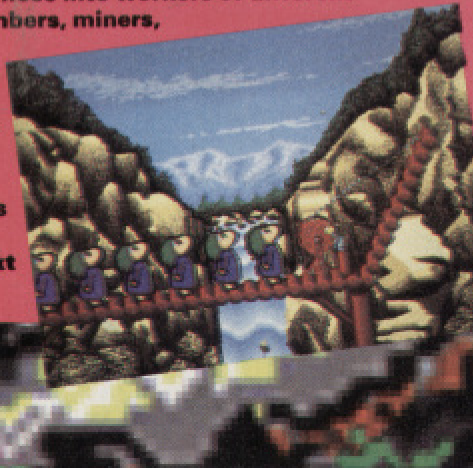
GAME GEAR CHART

1. **SUPER KICK-OFF** US Gold
2. **SONIC THE HEDGEHOG** Sega
3. **MICKEY MOUSE** Sega
4. **DONALD DUCK** Sega
5. **SUPER MARIOGRAND PRIX** Sega
6. **SHINOBI** Sega
7. **WORLD CLASS LEADER** US Gold
8. **GLOC** Sega
9. **JOE MONTANA FOOTBALL** Accolade
10. **AXE BATTLER** Sega

lemmings

Available from Sunsoft in November on the SNES, price tba

Smaaart! Psygnosis' pea-brained rodents are finally to arrive on the Super NES. Most of you will already be familiar with the game in its original computer incarnation – so you'll know the object of the game is to save the kamikaze fluffballs from self-destruction. It's no wonder that this game's a particular favourite of the Animal Liberation Front. *(Are you sure? Ed.)* Your lemmings have the ability to metamorphose into workers of different types – walkers, diggers, climbers, miners, bombers, bashers, floaters and blockers – but the thing is, each of the interminable levels requires that you save a certain percentage of the little basts in a given time limit before you can progress onto the next level. Stay tuned for the first review next month.



MASTER SYSTEM CHART

1. **SONIC THE HEDGEHOG** Sega
2. **ASTERIX** Sega
3. **TEDDY BOY** Sega
4. **CHAMPIONS OF EUROPE** Tecmagic
5. **GHOST HOUSE** Sega
6. **SUPER KICK-OFF** US Gold
7. **MICKEY MOUSE** Sega
8. **WORLD GRAND PRIX** Sega
9. **DONALD DUCK** Sega
10. **WIMBLEDON TENNIS** Sega

THE CARL LEWIS CHALLENGE

Available now from Psygnosis on Amiga and ST: £25.99; and PC: £34.99.

Another athletics simulation! This one features the Golden Boy of American Athletics – the baby-faced Carl Lewis. The God-fearing track and field star doesn't drink, smoke, boost his performance with chemicals or even badmouth his opponents. What a snore! It's another game with a management aspect – you take charge of a squad of athletes (each with a rating for speed, power, stamina and agility), and plan and control their training programmes, hair care routine, etc. There are five events: 100 metres, long jump, high jump, javelin and 100 metre hurdles – all authentically realistic, thanks to the help of Olympic javelin champ Ms Fatima Whitbread (who was enlisted as advisor). If you're interested, there's also an in-box competition with a first prize of a trip to the Barcelona games – if there's a window in his busy schedule of training and being sanctimonius, there's even the possibility of a meeting with the gold medal-winning prig himself.





ROLLER COASTER

Available from Infogrames in November on PC, £tba

Roll up, roll up, roll up. Disney Software is working on a rollercoaster simulation which is set to wipe the floor with all previous rollercoaster sims. You get to design your rollercoaster from scratch, with as many loops and dips as you want. The computer not only shows you graphs of speed and g-forces, but also shows the view from a special test car. Although you don't want your ride to be as snorey as a trip on Docklands Light Railway, if it's too wild and the punters are blacking out it could affect ticket sales.

The whole thing comes with a wipe-clean 'safety cover' to keep the carrot chunks out of your keyboard. Yuk.



X-WING



Availible from Lucas Arts in November on PC, price £tba

Think about it – a 3D space combat sim based on the *Star Wars* films and designed by Mr *Secret Weapons Of The Luftwaffe* himself, Lawrence Holland. It's a wet dream come true for most of us, isn't it? But it's really going to happen, sometime around Crimbo, for all you lucky PC owners.

The sim puts you in the cockpit of a rebel X-Wing fighter, and pits you against imperial forces led by the cinema's spookiest asthmatic, Lord Darth Vader. Yes, you'll be sizing up to TIE fighters and Star Destroyers with nothing but a dopey R2 unit and the feel of The Force to aid you.



PALADIN 2

You can't have too many 'swords 'n' spells' fantasy role-playing games as far as we're concerned here at ZERO. Hence we were all pleased as punch to see that Impressions have released a sequel to *Paladin*. Called *Paladin 2*, the game revolves around Brandon, a trainee knight who's out to win his spurs.

He must prove himself worthy of a knighthood by steaming through various terrains and picking fights with unsuspecting trolls, zombies and dragons. He travels everywhere with a party of nine retainers, including wizards, minders, cooks, astrologers, minstrels and chiropodists, so it's not as if he's really roughing it.

The game is much upgraded on the original, it uses the same RPG system as the very playable *Breach 2*, and now features stuff like a construction set.

Availible now from Impressions on Amiga, ST & PC, price £tba



LYNX CHART

1. **TOKI** Atari
2. **CRYSTAL MINES II** Atari
3. **SUPERSKWEEK** Loriciel
4. **CHECKERED FLAG** Atari
5. **AWESOME GOLF** Atari
6. **BILL & TED** Atari
7. **SCRAPYARD DOG** Atari
8. **XENOPHOBE** Atari
9. **BLUE LIGHTNING** Atari
10. **GATES OF ZENDECON** Atari

GAME BOY CHART

1. **SUPER MARIO LAND** Nintendo
2. **DUCK TALES** Nintendo
3. **CHOPLIFTER 2** Nintendo
4. **SOLOMAN'S CLUB** Nintendo
5. **WORLD CUP** Nintendo
6. **BUBBLE BOBBLE** Nintendo
7. **GAUNTLET II** Nintendo
8. **BART SIMPSON'S ESCAPE** Acclaim
9. **DR MARIO** Nintendo
10. **Q-BERT** Nintendo

CRUSADERS OF THE DARK SAVANT

Availible from US Gold in Sept on Amiga & PC, £tba.

Blimey, a mouse-driven fantasy role-playing game! We haven't seen one of them since... ooh, Paladin 2, at the top of this page. This one distinguishes itself in that it forms the sequel to ***Bane Of The Cosmic Forge***, and because some of the exploring takes place not in a damp, whiffy dungeon but in the fresh air. Frustrated RPG-loving claustrophobics should be queuing up for it.





SWAGBAG



Pouting Daisy, 85, enjoys swearing at her budgie, causing a riot at the local Women's Guild and flashing the 'V' sign at Conservative politicians when they appear on TV. From the top of her blue-rinsed head to the bottom of her surgical-stocking clad feet, the octogenarian Venus is kitted out with the latest fashions from Top Frump. If you want to bring to our attention anyone who you feel is a bit of a 'bag', then send in a pic and maybe we'll feature him/her as our next SwagBag centrefold.

By the way, now that we have the technology to print them, you might want to include with your small ad a photo of what's on offer (be it yourself, your fanzine or whatever). Colour passport-size photographs would do fine, but try to keep them tasteful (and don't bother with portraits of yawny stuff like Amiga external drives).

THE HARD STUFF

For Sale, Atari 520STE, mouse, joystick, over 50 original software titles, 2Meg Ram expansion, disk box. All in very good condition. 50 blank discs. Phone Paul: (0383) 723825 £350 ono.

Game Boy with eight games including *Operation C* and *Super RC Pro-Am* plus light and magnifier. Worth £250, will take £150 ono. Phone James on (0271) 814520.

Sega Master system and eight games including *Double Dragon, Thunderblade* and *Wonderboy 3*. All for £120, a brill deal. Phone Greig on (0324) 25118 after 4.30pm.

Will swop my Mega Drive with six games for an Amiga 500. Telephone Mark on (0323) 482573 after 6pm.



Game Gear, *Shinobi, Mickey Mouse*, one power unit, all worth £165, selling for £90. I must be mad! Contact Andrew (0740) 655-771. Ring after 6pm or I may be taken away.

Game Boy for sale, includes *WWF, Turtles, Tetris, Spiderman*. Also has magnifier. Call Barry on (0629) 650-869. Sell for £70.

Official UK Mega Drive for sale. Ten games: *Road Rash, Robocod, Immortal, Sonic, PGA Golf, Golden Axe, Ghouls And Ghosts* etc. Worth almost £500. Sell for £250. Call Paul on (0268) 691193.

GVP series 2 hard drive for sale, £300. Boxed. Write to: Simon Hobbs, 40 Penrhos Cres, Rumney Cardiff, S Wales CF3 8PB.

Epson LX-400 black and white 9-pin printer. Mint Condition, hardly used, with tractor and single sheet feed. Sell for £90. Write to Daniel, Heathfield House, Newport Rd, Apse Heath, IOW PO36 0JR.

VIDI-ST £55, VIDI - RGB & VIDI-Chrome £55, Prodesigner Sound Sampler £40, infrared cordless mouse £15, Progate 20Mb hard disk £220 – all boxed and nearly new. Contact Lee (0977) 646513 after 6.30pm.

Amiga 500 (1Meg) with many games. Will sell for £350 or a good offer, or will swop for another computer. Telephone David on (081) 501 0066. Timewasters welcome.

Amiga 500 (1Meg) plus Brother printer, modem, joystick, etc. £500 of software, utils & games, inc *Robocod, Pagesetter* etc. Worth £1000+, offers around £500 ono. Phone Alex (0702) 75666 after 4pm. May split.

Atari 520ST, two drives, over £350 original software, PD mags and more games inc: *Gods, Robocop 3, Midwinter II, Magic Pockets, F15 II*. All for £450. Phone (0409) 241 375.

Atari STE, £800 worth of games, £300 worth of programming software, two joysticks, mouse & mat, mags, and stereo leads. Boxed and guaranteed, £475. Phone Darren (081) 972-9434.

Amstrad PC 3086, twin floppy disK 3.5 inch/5.25 inch, 640K bytes memory, colour monitor – all new. Just £475. Write to Mr DH Draper, 2 Rowley Court, Sturmer, Haverhill, Suffolk, CB9 7XY.

Amiga 500 with 1Meg expansion, £500 worth of games and programs, sampling cartridge and software, loads of mags and coverdisks & Comp-Pro joystick. £350, phone (0532) 692-391.

Atari 520ST FM 1Mb D/S disc drive plus 54 games for sale. £350 ono. Phone (081) 398 0421 between 6pm - 9pm. (SW London Area.)

SOFT SELL

Amiga encyclopaedia of cheats, tips and game solutions. Over 350 cheats compacted on disk, only £3.50. Make cheques or PO's payable to Edward Wright, 3 Ash Rd, Stilton, Peterborough PE7 3RN.

Amiga contacts wanted from all over the world to swop PD, games utilities, tips. Write to Michael, Propontidos 25, 185-38, Piraeus, Greece. 100% reply. Please send catalogue.

ST originals for sale. 55 in total, all for £120. Includes *BAT* & Sound cartridge, *Final Fight, Robocop 2, Double Dragon 2, Ninja Warriors*. Contact Richard on (0559) 384488

Amiga Public Domain Library for sale. Over 100 disks. Complete library for only £80 ono. For more info, write to Mark Turner, 17 Saxholm Dale, Basset, Southampton, Hants SO1 7GZ.

For sale – *Battle Isle* for the Amiga 500 and Plus, unwanted prize from the *ZERO Hour* (Radio Lux). £20, phone Graham on (0453) 826883.

Amiga games to swop. Send lists to me and I'll send my list to you as fast as lightning. Write to Alan White, 91 Ash Street, Ilkeston, Derbyshire DE7 8NT.

Atari ST games for sale, including *Lemmings, Silent Service 2* and *Another World*. All original. Call (0895) 635330 (evenings) and ask for Ben. Prices between £2 – £14.

WRITE ON

PC contact wanted to swop the best programs. I have both D-drives and will swop anything for everything. Contact Scott Olsen, 92 School Rd, Paihia, BOI, New Zealand. Hang Loose, Bruce!!

Amiga contacts wanted from all over the world. All letters are answered. Write to: Brian, 6 Peathill Terrace, Bonny-Bridge, Scotland. PS. Jeg 'Ogsa Snakker' Norsk.

zero

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Amiga 500 Plus contacts wanted. Send disks/list to: Patrick, 3 Alberta Terrace, Sherwood Rise, Notts, NG7 6JA.

Amiga friends wanted. Send lists and cheats to me, Michael Hales, Oakhurst, Marsden Rd, Cleadon, Sunderland SR6 7RA. 101% reply, or ring (091) 537 4905.

Amiga and PC contacts wanted to swop software, 100% reply. Send disks and lists to Ezequiel Ferraro, Blandengues 1217, Buenos Aires 1286, Argentina.

Looking for Amiga contacts? If interested, send a disk and SAE to: Alex, 93 Ambleside Ave, Telscombe Cliffs, Peacehaven, E Sussex BN10 7LE. Replies within two days.

Amiga Contacts wanted. 100% reply. Send list or disks to Paul at 26 Leigh Gardens, London NW10 5HP.

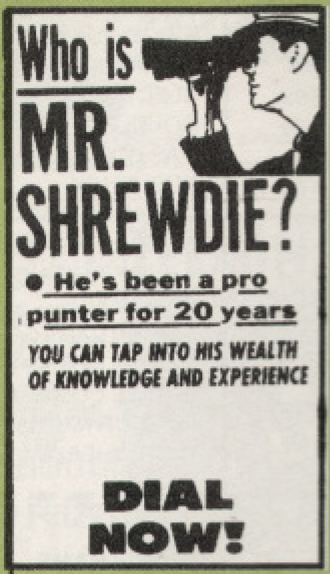
ST owners – put pen to paper and write to me, Daniel, at 52 Kingfisher Close, Shoebury, Essex SS3 9YD. Swop tips, cheats, games, demos, letters. Any age, male/female, 1000% reply.

ST contacts wanted for hints, tips etc. Write to Kirk Robinson, 115 Lang Ave, Burton Grange, Barnsley, S71 5LU, England. Overseas contacts preferred.

Got an Amiga and a sick mind? Good, then send your lists, disks or plans for world domination to: Cray, PB 9, 65710, Sundom, Finland. Greets go to: Jorge and Pascal.

19 year-old Amiga owner is currently looking for Amiga contacts. Please write to Steve, 73 Saxon Place, Horton Kirby, Dartford, Kent DA4 9JR. Only reliable, friendly people wanted.

ST contacts, male or female, wanted to swop games etc with. Write to David, Gy Yarrow Court, Penicuik, Midlothian, Scotland EH26 8HE. Please send list.



ST contacts wanted. Please send disks/lists to: 5 Thumwood, Chineham, Basingstoke, Hants, RG24 0JE, England.

Amiga contacts wanted from all over the world. Send lists, disks. 100% reply. Write fast to Russel at 54 Hettie Str, Cyrildene, 2198, Johannesburg, Rep of South Africa.

I know I'm going to regret this, but: write to "Ludwig Ledbury", Carinya, Main Street, East Challow, Wantage, Oxon, OX12 9SS. Send any crap. Spook!

Amiga owner wants friends to swop PD, letters etc. 100% reply. Write to Michael, Propontidos 25, 185-38, Piraeus, Greece. Write soon!!! Please.

Atari ST contacts wanted to exchange programming hints and tips and PD software. No copying offers please. 100% reply. Write to J Beckett, 9 Davis Close, Carterton, Oxon OX18 3SX. Contact on (0993) 841-055.

PC contacts wanted for swopping. Preferably an Ad Lib or Soundblaster owner. Write with a list to: Ole Jakob, Skjelten 62110 Sjøholt, Norway.

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Wanted: *Robocod* or *Harlequin*. Will swop: *Blues Brothers*, *Bart Simpson*, *Shadow Of The Beast*, or any of my top titles. Phone Robert Clayton, (0228) 22752.

Wanted: *Populous 2*, *Space Crusade*, *Epic*, any *Bard's Tale* or any strategy games. Please ring Gary after 6pm – any software swopped. Phone (0924) 404442. PS. You won't regret it!

Populous part one wanted for the PC on 3.5. Write to Roy Keysers, Westerholtstraat 67, 5961 BH Horst, Holland.

Will swop *Robocop 3*, *RB12*, *WWF* and *Pitfighter* for *Viking Child*, *Navy Seals*, *Pirates* or *Monkey Island* or *Panza Kick Boxing* on the ST. Contact Martin on (0732) 843 923 after 4pm

Wanted: back issues of *2000AD* weekly. Will pay good money, especially for the earlier ones. Write to Adam Bealby, 74 Main Rd, Underwood, Nottingham NG16 5GN.

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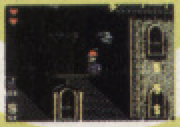
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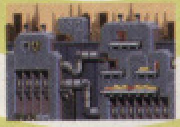
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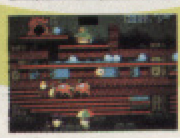
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